UNDERTALE YELLOW

ARTBOOK

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Inspiration is a beautiful thing.

Many of those who have played Toby Fox's UNDERTALE know this, and were given the same feelings and creative boost that I was given in January 2016. The world contained in that simple exe file was unlike anything I had experienced before; full of love, humor, tears, and bangers.

The story it told was complete and satisfying, but people always long for more of something they like...

...so off I went.

-MSR

Of course, there was no way I could create such a project alone - not even close. So, from the beginning, and throughout the years, many amazing artists volunteered to lend their skills to the game. It would have never gotten off of the ground if it weren’t for them.

So who are they, huh?

FigBurn

Figburn

Concept Artist - Sprite Artist

GlitchedPieD

GlitchedPie

Concept Artist - Sprite Artist

AEROART

AeroArtwork

Concept Artist - Sprite Artist

GAZi

Gaziter

Concept Artist - Sprite Artist

NeroSensei

NeroSensei

Concept Artist

TELEVIQ

TeleviQ

Concept Artist

Deadkat

Deadkat

Sprite Artist - Programmer

AWildDaydreamer

AWildDaydreamer

Narrative Design - Concept Artist

Spasco

Spasco
Lead Programmer

Inku

InkuNoodle
Concept Artist

NoteBlock
Composer - Concept Artist

Marshie Monarch

MarshieMonarch
Concept Artist

ADDITIONAL ART:

Grey Duovis
Concept Artist

LitvacArt
Concept Artist

Emmalume
Concept Artist

Sweaterbat
Concept Artist

StillLiam
Concept Artist

Greeli_
Concept Artist

Kcadbackwards
Sprite Artist

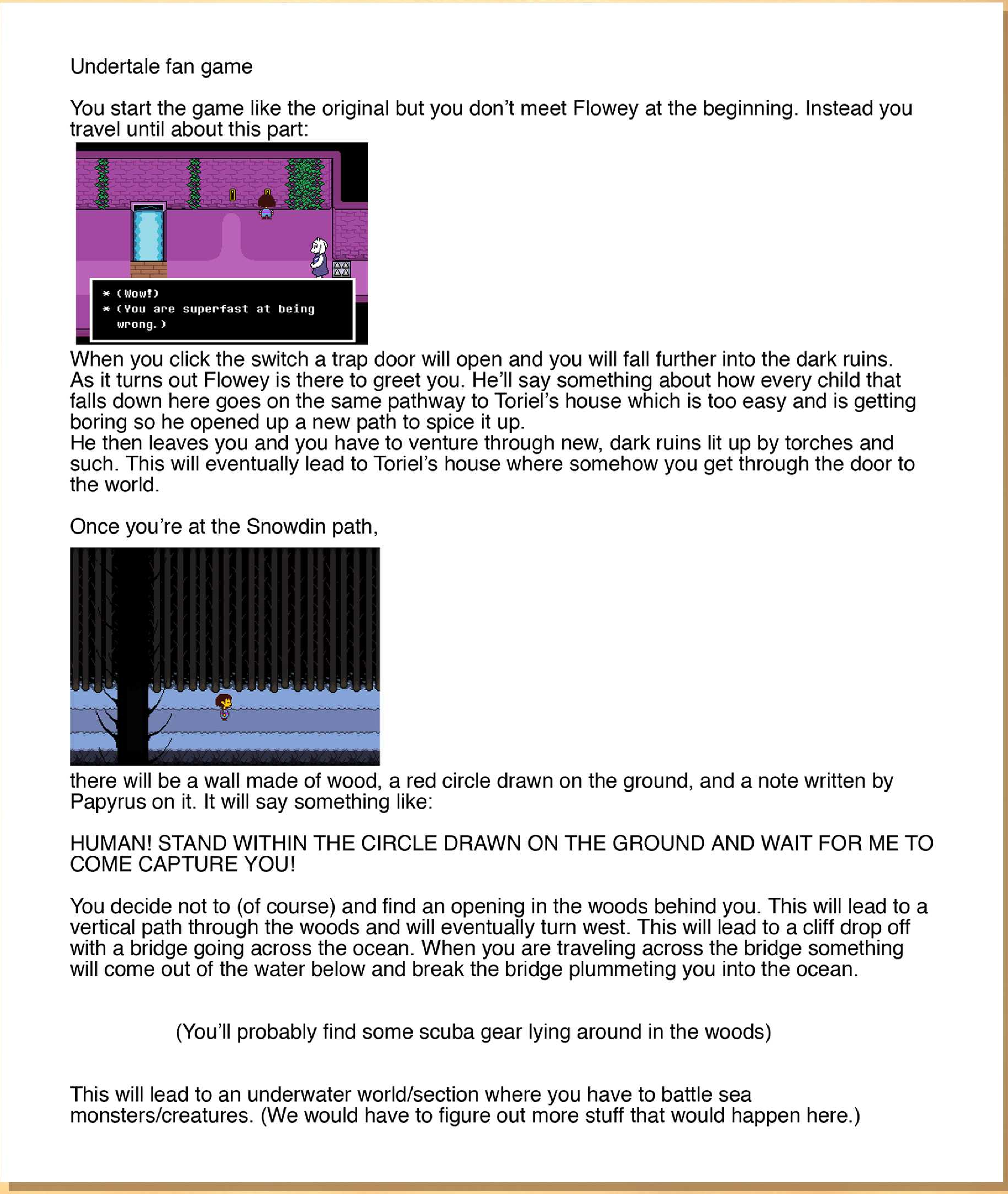
Bloquito
Sprite Artist

Vegard Jensen
Sprite Artist

THE BEGINNING

After a bunch of ideas for an UNDERTALE prequel rushed to my mind one night, I typed up this rough outline to pitch on various subreddits, hoping to build a team.

UnderFan Ideas.pdf



Undertale fan game

You start the game like the original but you don't meet Flowey at the beginning. Instead you travel until about this part:

* (Wow!)
* (You are superfast at being wrong.)

When you click the switch a trap door will open and you will fall further into the dark ruins. As it turns out Flowey is there to greet you. He'll say something about how every child that falls down here goes on the same pathway to Toriel's house which is too easy and is getting boring so he opened up a new path to spice it up.
He then leaves you and you have to venture through new, dark ruins lit up by torches and such. This will eventually lead to Toriel's house where somehow you get through the door to the world.

Once you're at the Snowdin path,

there will be a wall made of wood, a red circle drawn on the ground, and a note written by Papyrus on it. It will say something like:

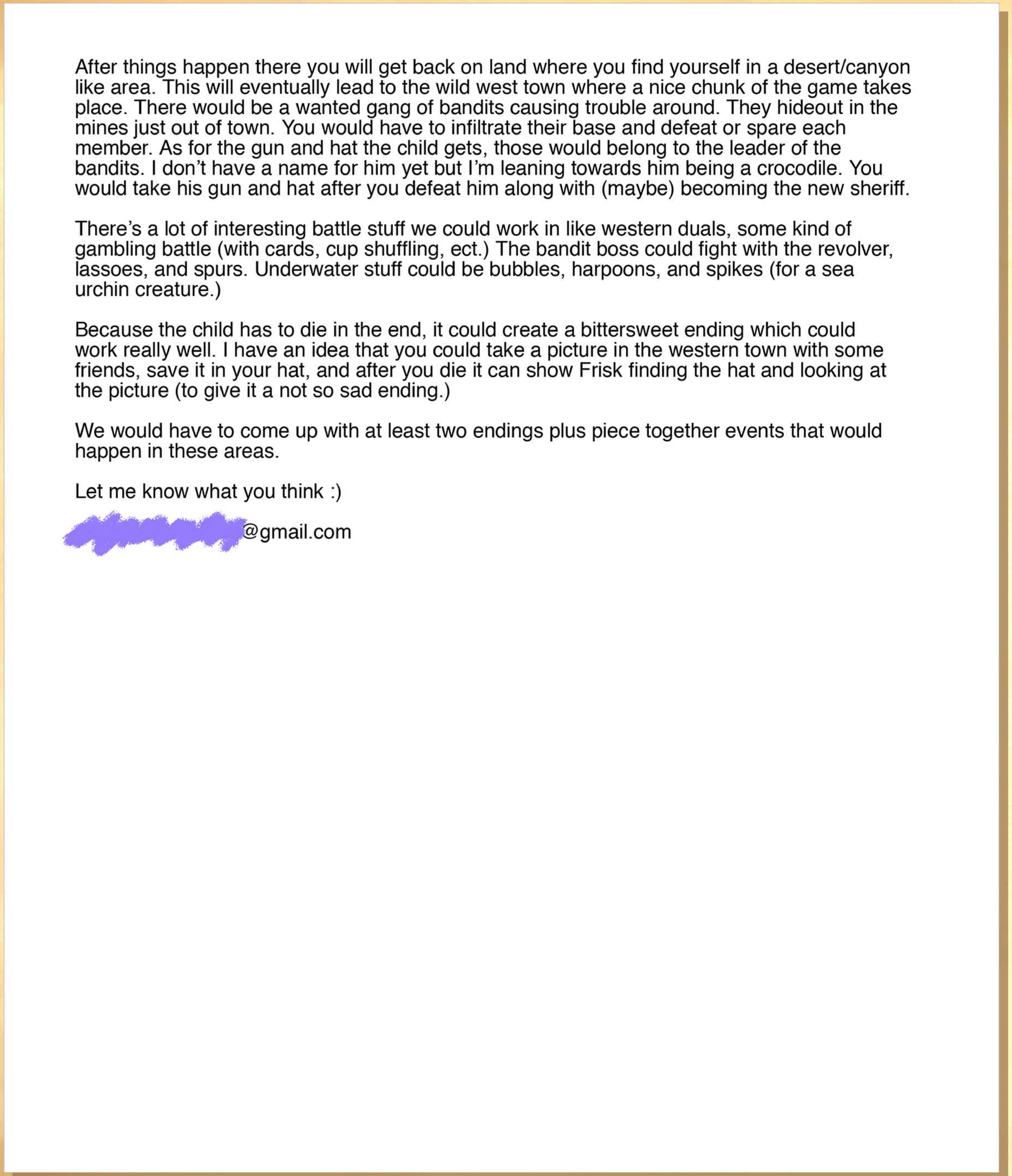
HUMAN! STAND WITHIN THE CIRCLE DRAWN ON THE GROUND AND WAIT FOR ME TO COME CAPTURE YOU!

You decide not to (of course) and find an opening in the woods behind you. This will lead to a vertical path through the woods and will eventually turn west. This will lead to a cliff drop off with a bridge going across the ocean. When you are traveling across the bridge something will come out of the water below and break the bridge plummeting you into the ocean.

(You'll probably find some scuba gear lying around in the woods)

This will lead to an underwater world/section where you have to battle sea monsters/creatures. (We would have to figure out more stuff that would happen here.)

UnderFan Ideas.pdf



After things happen there you will get back on land where you find yourself in a desert/canyon like area. This will eventually lead to the wild west town where a nice chunk of the game takes place. There would be a wanted gang of bandits causing trouble around. They hideout in the mines just out of town. You would have to infiltrate their base and defeat or spare each member. As for the gun and hat the child gets, those would belong to the leader of the bandits. I don't have a name for him yet but I'm leaning towards him being a crocodile. You would take his gun and hat after you defeat him along with (maybe) becoming the new sheriff.

There's a lot of interesting battle stuff we could work in like western duals, some kind of gambling battle (with cards, cup shuffling, ect.) The bandit boss could fight with the revolver, lassoes, and spurs. Underwater stuff could be bubbles, harpoons, and spikes (for a sea urchin creature.)

Because the child has to die in the end, it could create a bittersweet ending which could work really well. I have an idea that you could take a picture in the western town with some friends, save it in your hat, and after you die it can show Frisk finding the hat and looking at the picture (to give it a not so sad ending.)

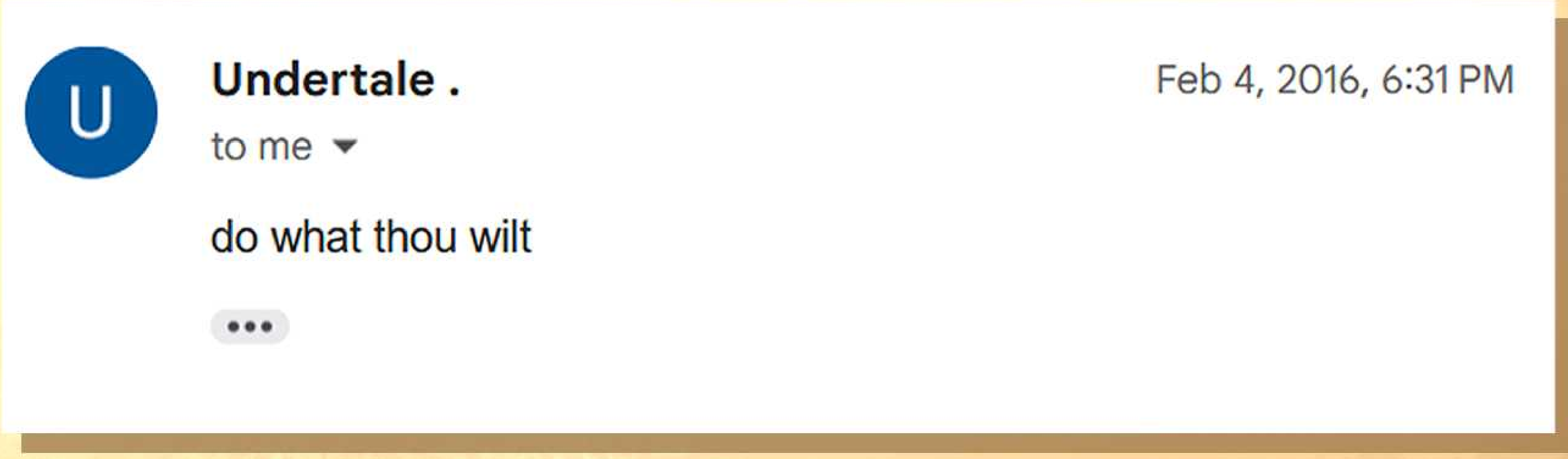
We would have to come up with at least two endings plus piece together events that would happen in these areas.

Let me know what you think :)

[redacted]@gmail.com

You can see where some ideas stood the test of time and where others... did not. It is a bit hard for me to read nowadays, but as a fifteen-year-old, it was a solid plan.

Once I posted this document and two song demos (one being an early version of ‘Nothing but the Truth’), a handful of creatives joined the project. However, we didn’t feel like we could dive in until we got permission from the main dog himself:



Undertale .

to me

Feb 4, 2016, 6:31 PM

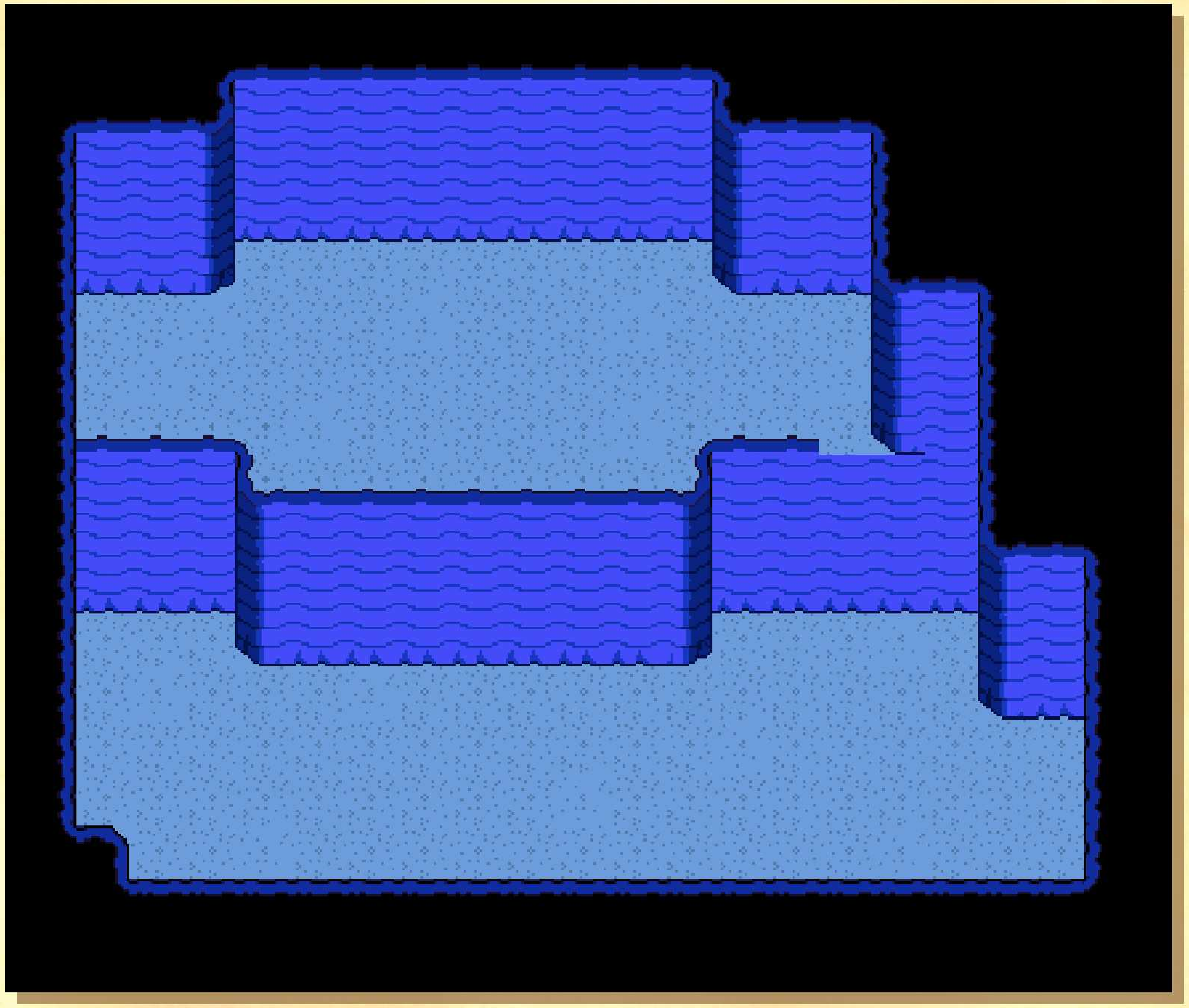
do what thou wilt

LOST AT SEA

Before we get into the game you know, we gotta talk about the scuba-diving elephant in the room.

As mentioned in the pitch doc, a main area idea at the beginning was “Underwater.”

This would’ve had Clover exploring a large lake, encountering oceanic monsters and solving oceanic puzzles. A few concepts were made, but the area was quickly scrapped in the first month or two of development due to being out of place within the larger scope of the game.

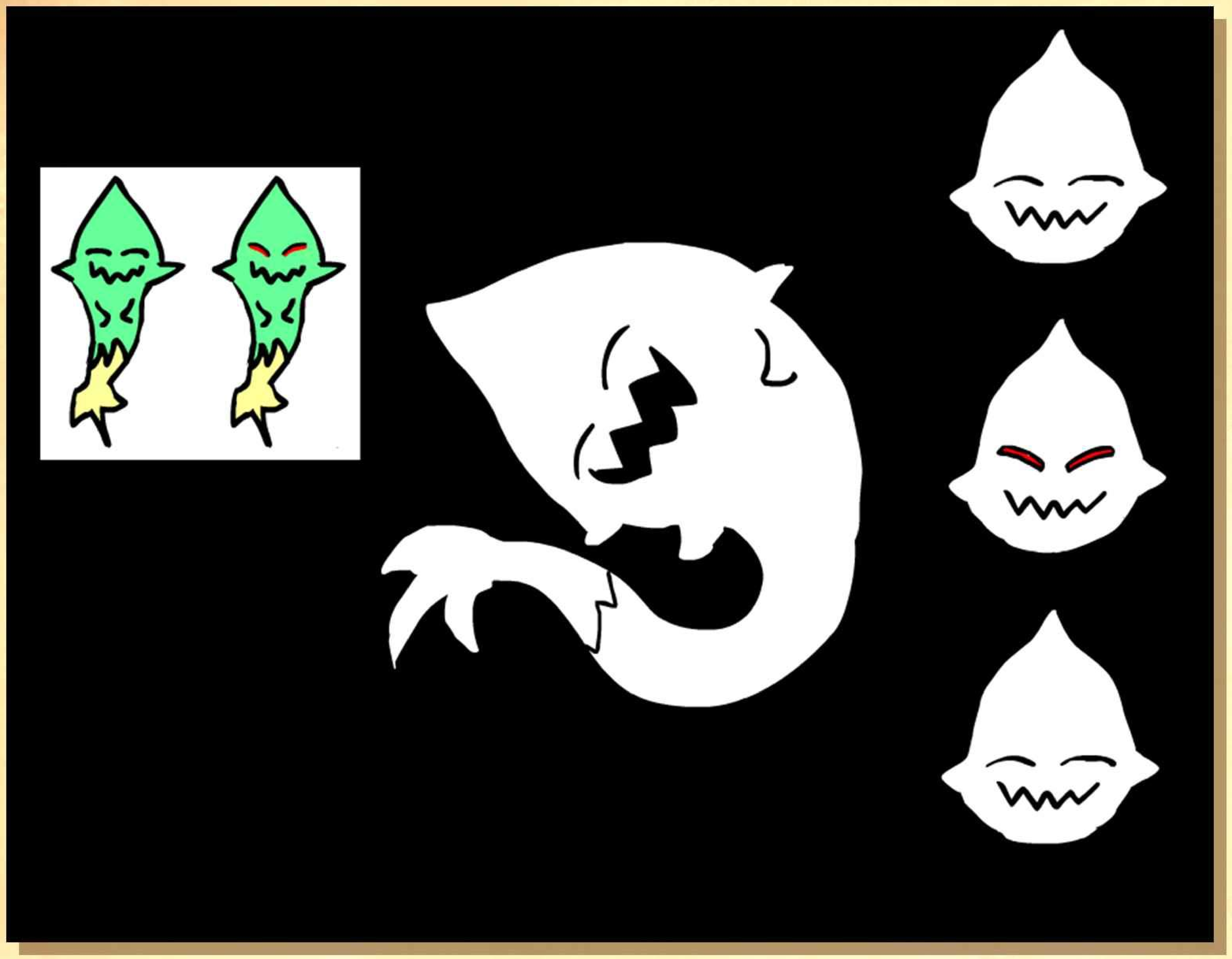


Water.tiff - 2016

MasterSwordRemix*

A test room made up of recolored Waterfall tiles.

- Sword

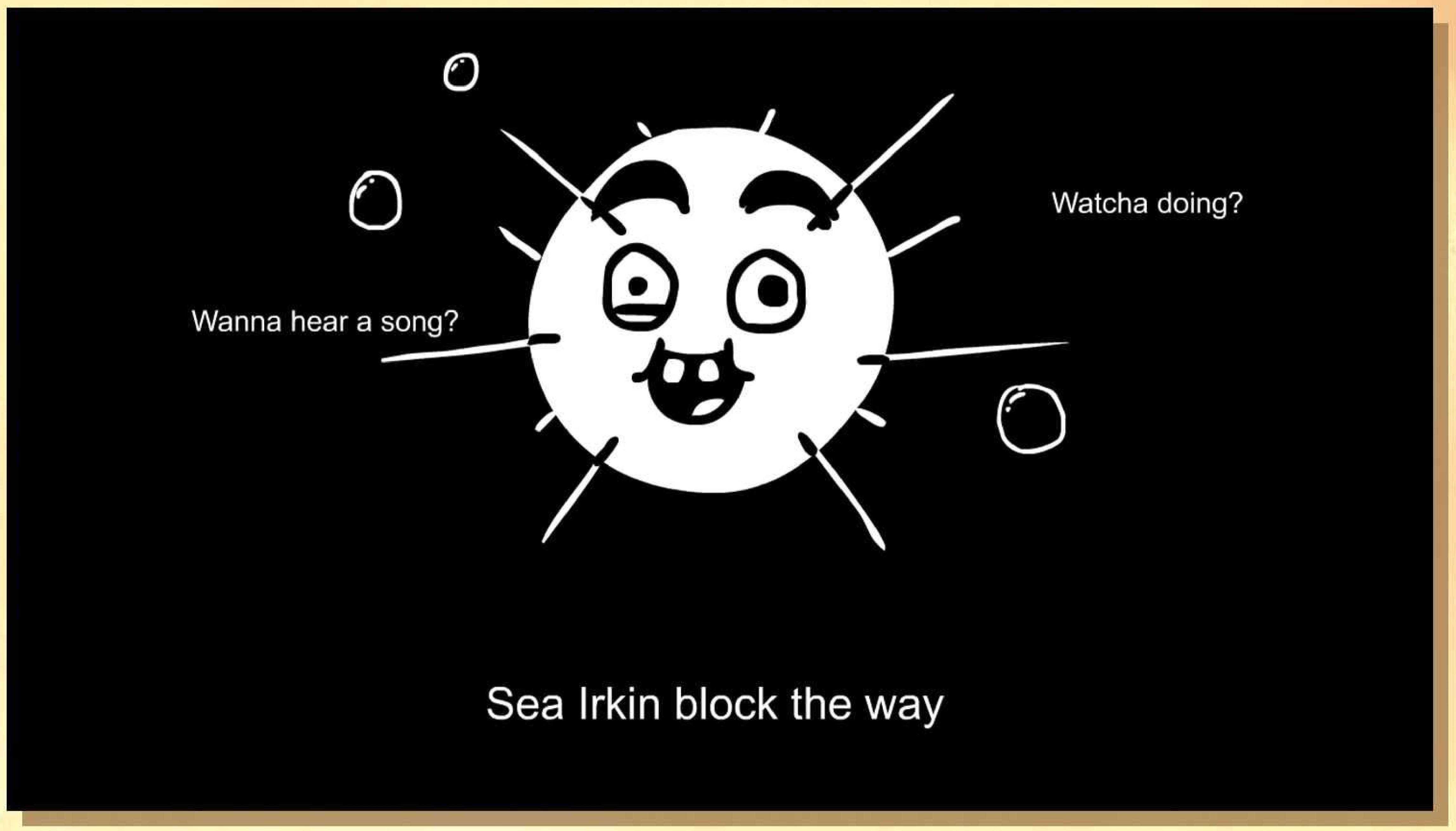


cephala.png - 2016

Grey Duovis

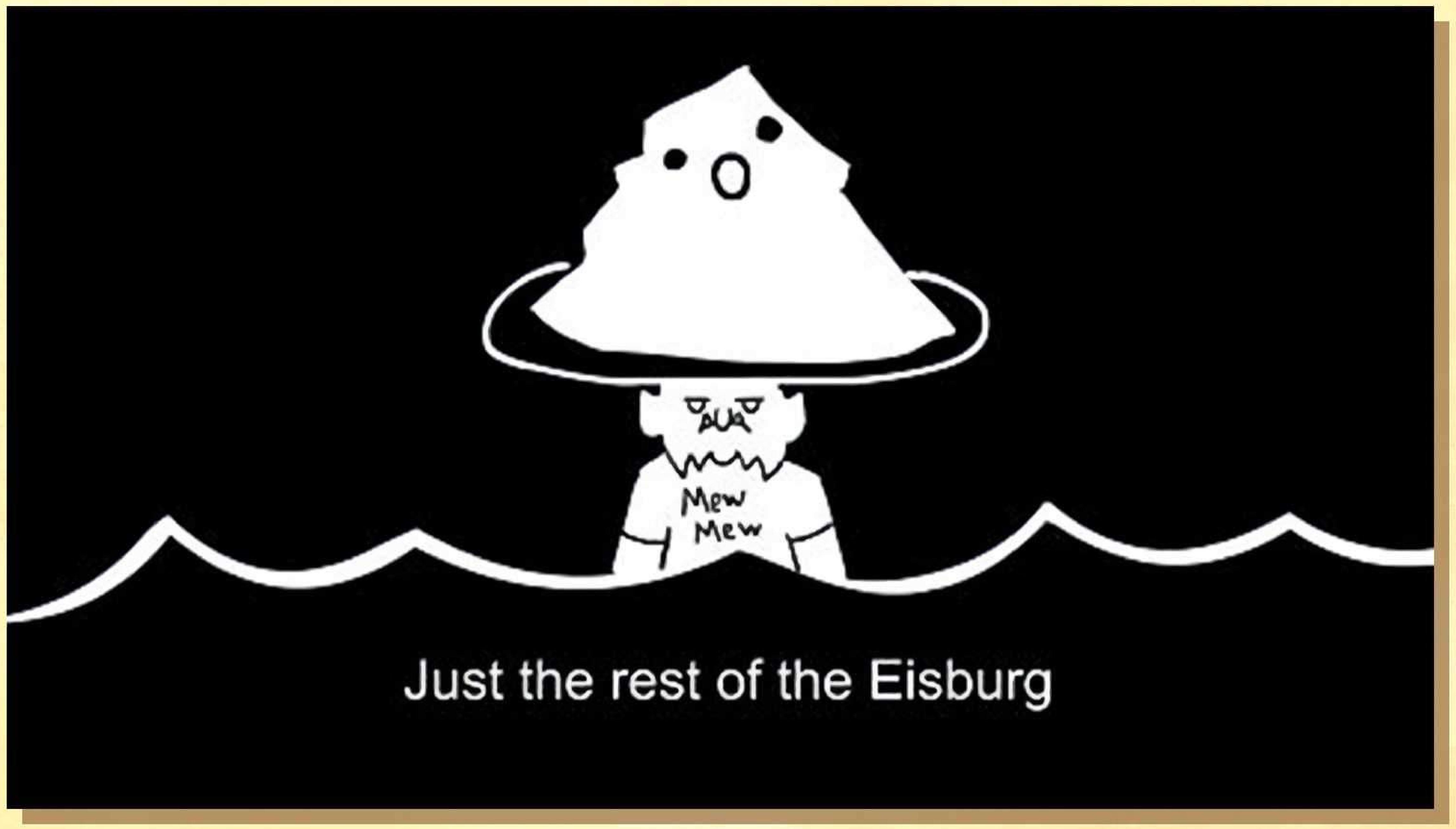
A concept for the main boss of the area.
We wanted to reuse them as an NPC in the final game but never ended up doing so.

- Sword


Wanna hear a song?
Watcha doing?
Sea Irkin block the way

puffer.png - 2016

Grey Duovis


Mew
Mew
Just the rest of the Eisburg

eisburg.jpg - 2016

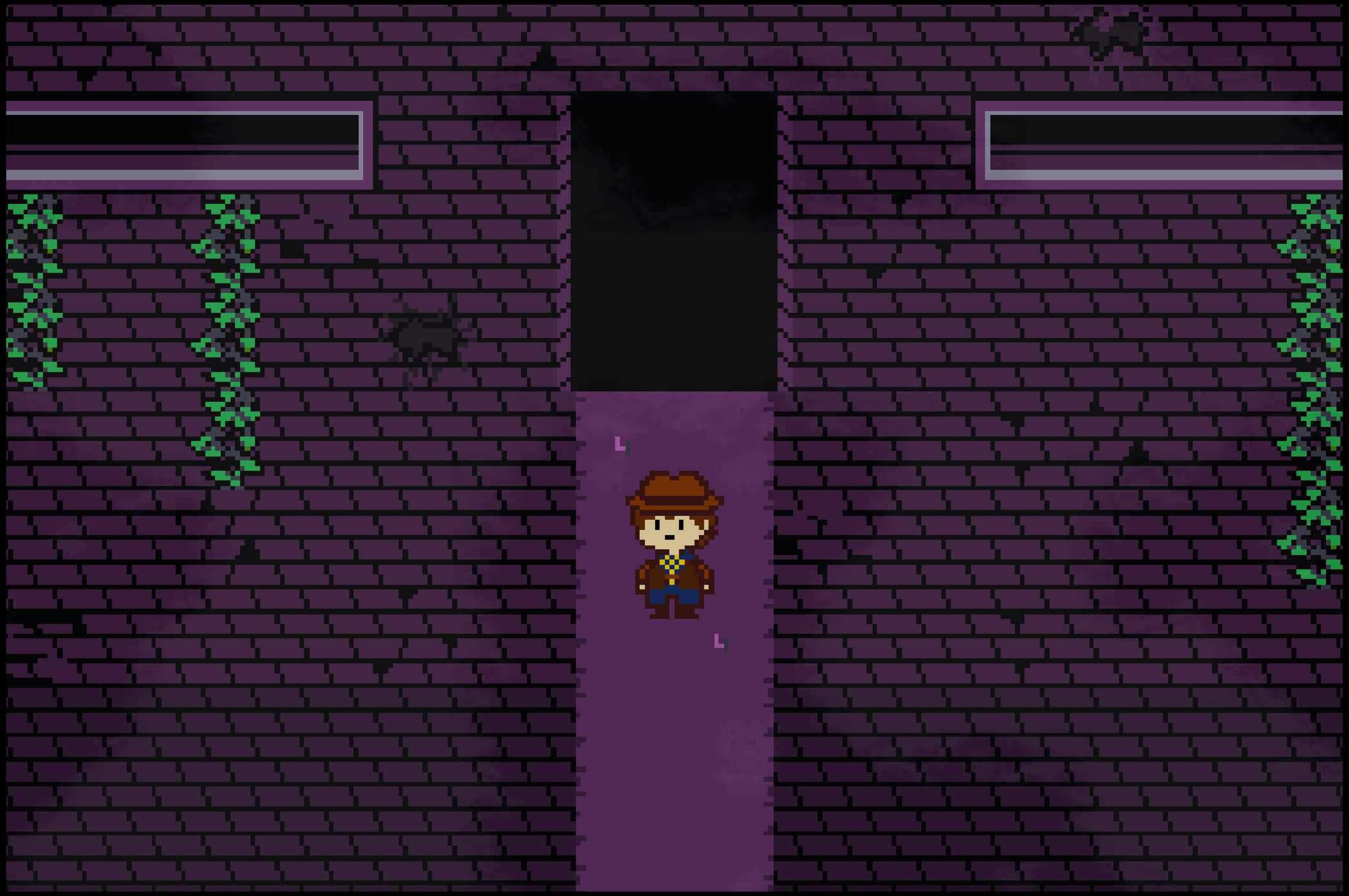
Grey Duovis

And with that...

UNDERTALE
YELLOW

for real.

AREAS

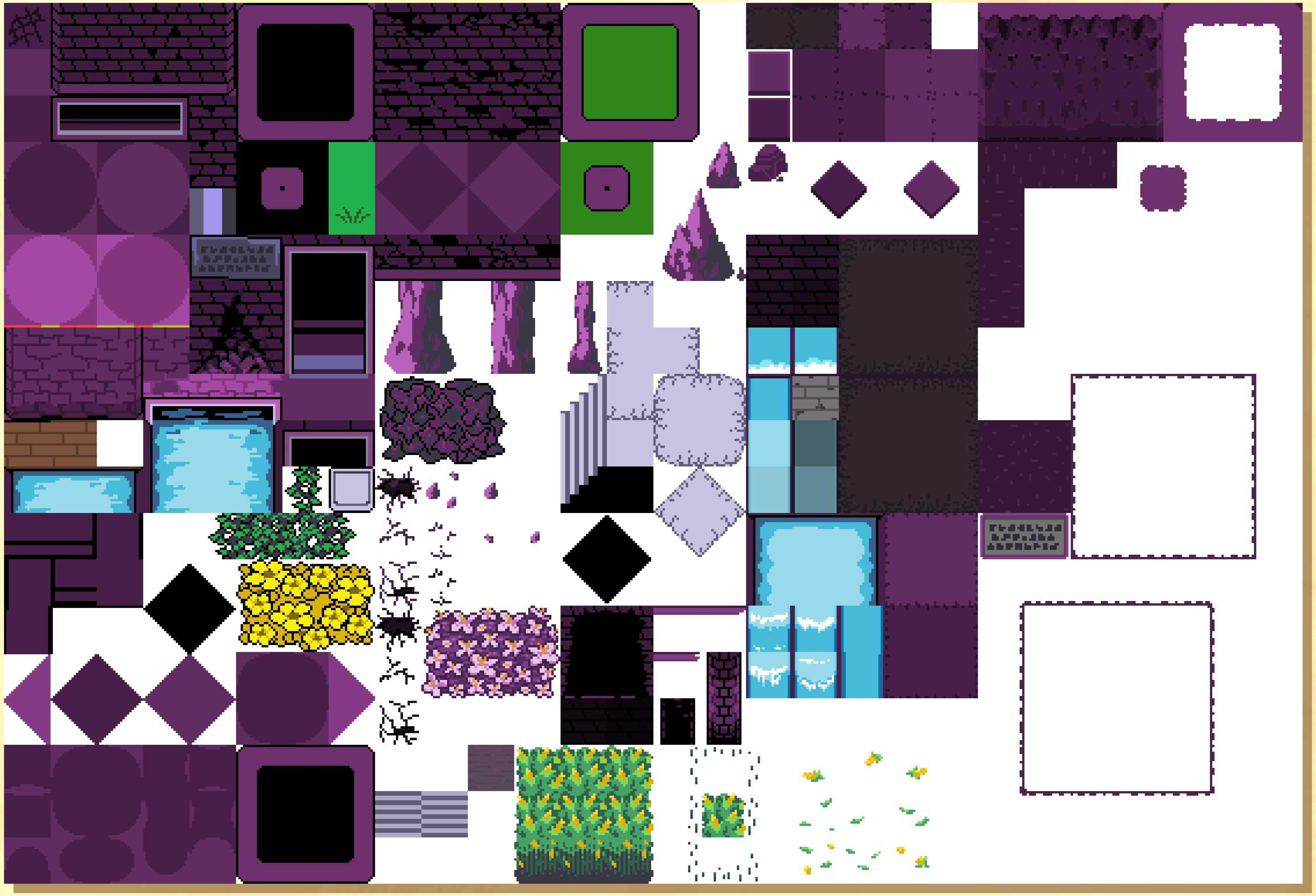


RUINS

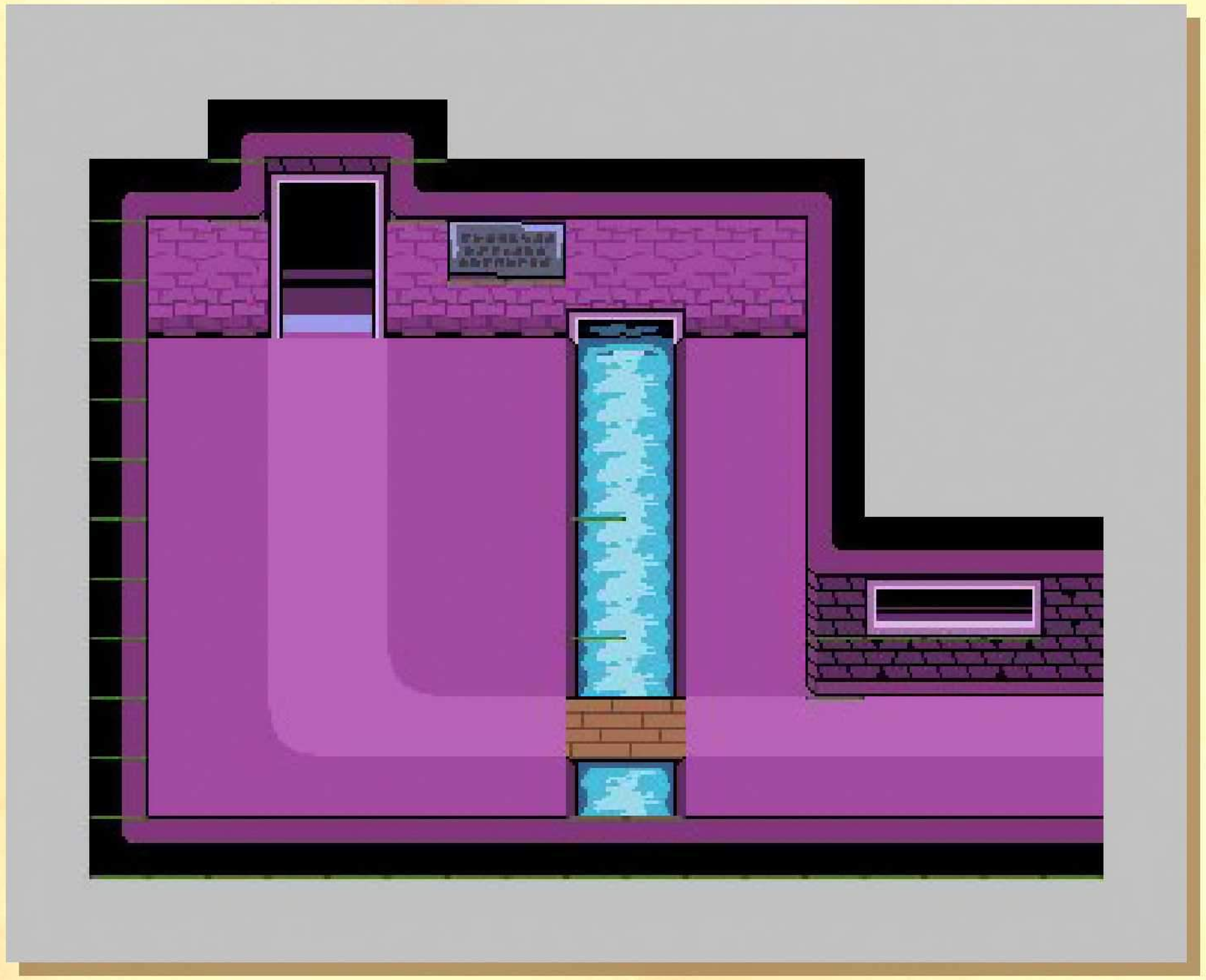
DarkTiles.png - 2016
MasterSwordRemix*, Gaziter, AWildDaydreamer, Figburn

I began development by haphazardly recoloring the original Ruins tiles to be slightly darker.

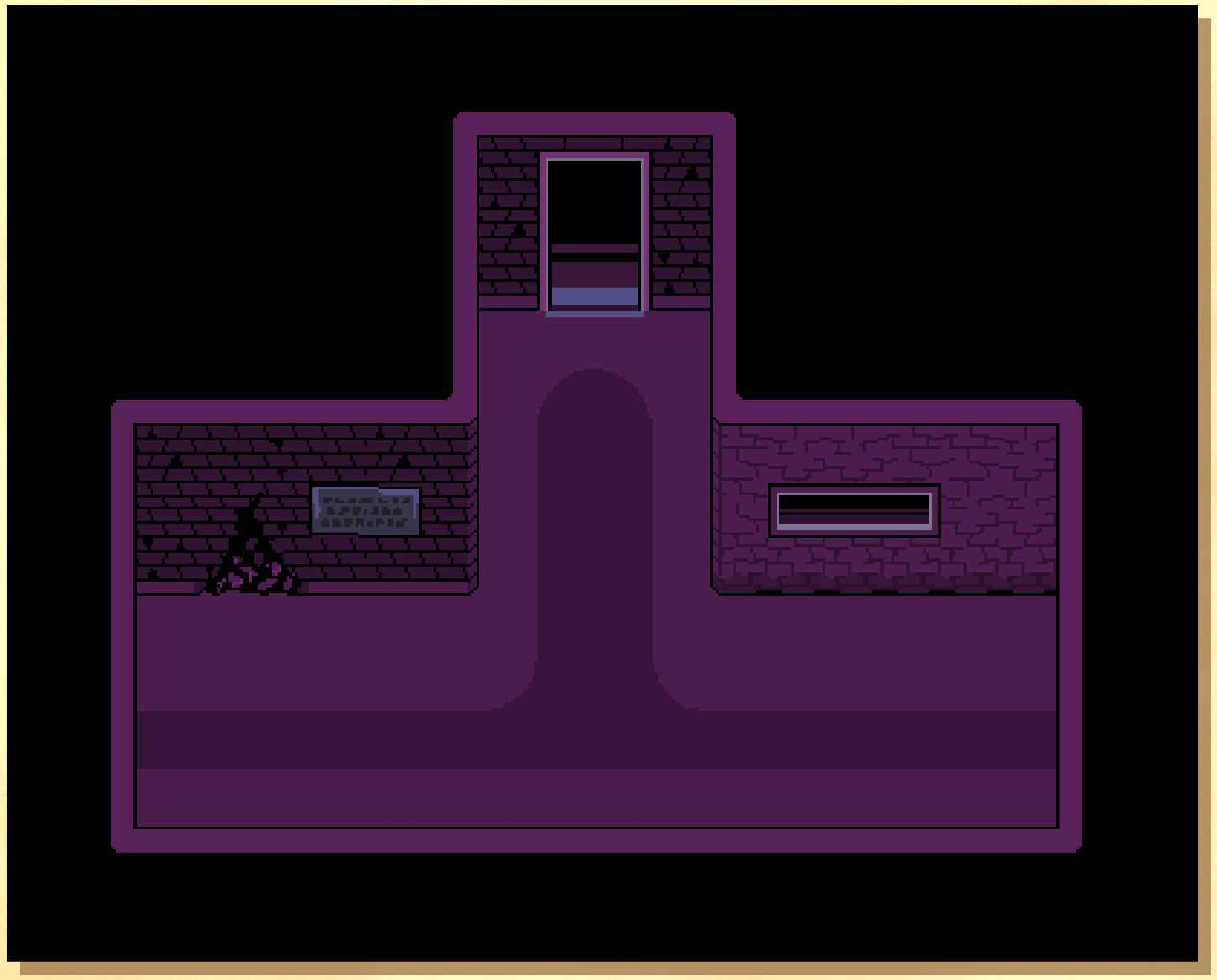
Luckily, real artists came in later to add more originality to the tilesheet lol.
- Sword



(*Original Ruins tiles by easynam)



Room1.jpg - 2016
MasterSwordRemix*

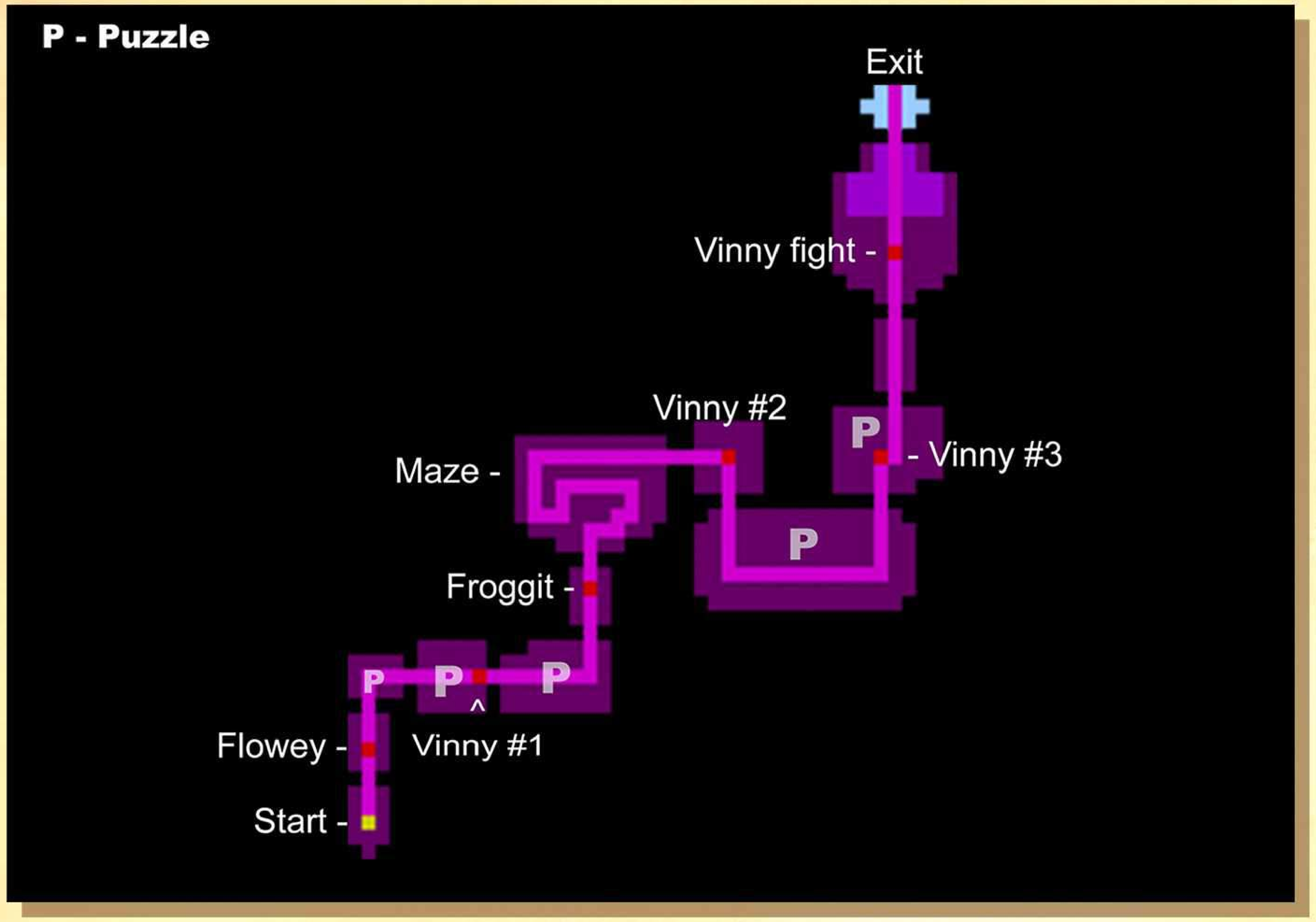


dark ruins.png - 2016
MasterSwordRemix*

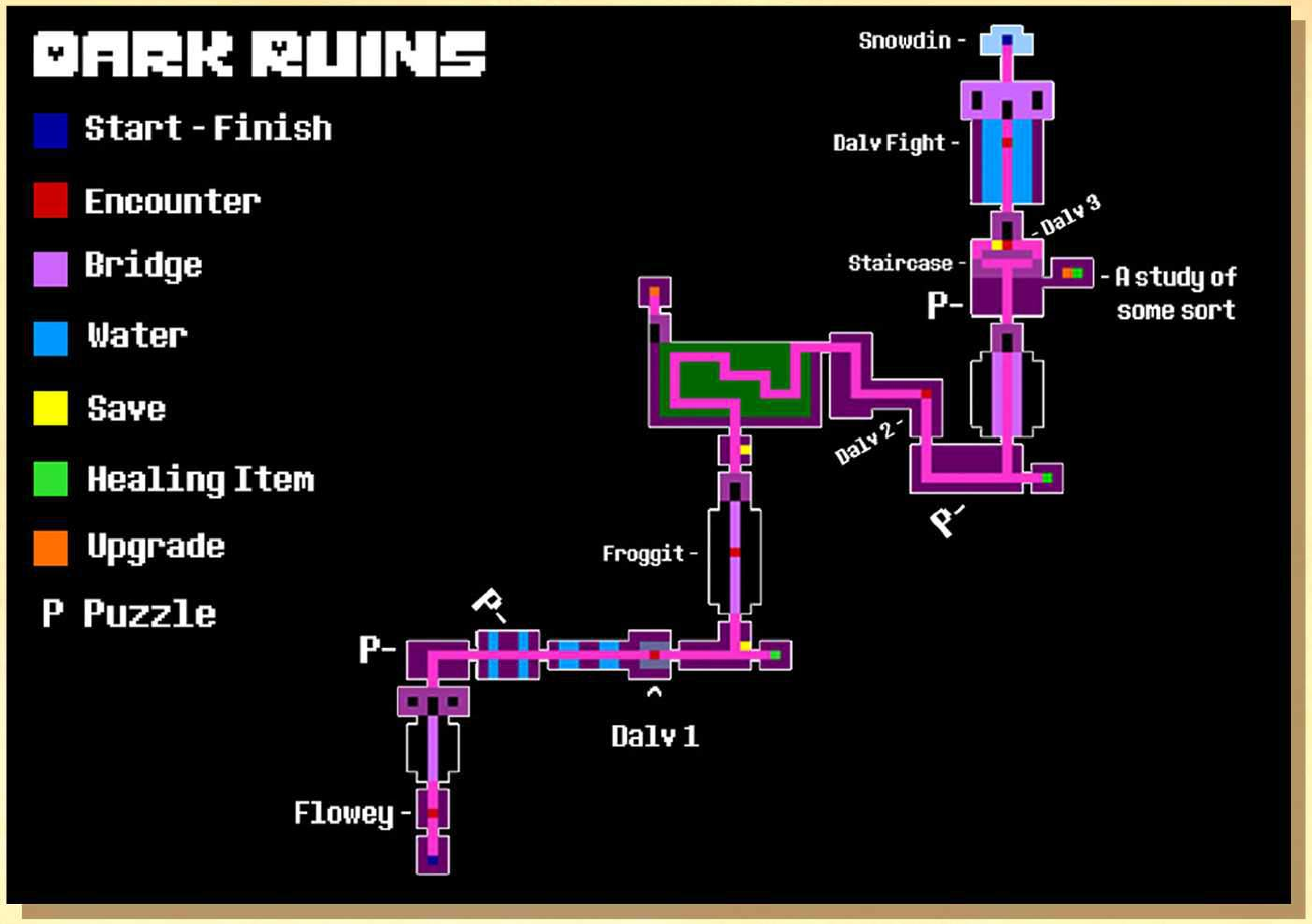
The first two Ruins/Dark Ruins tile tests, made in an old version of Game Maker Studio for Mac.

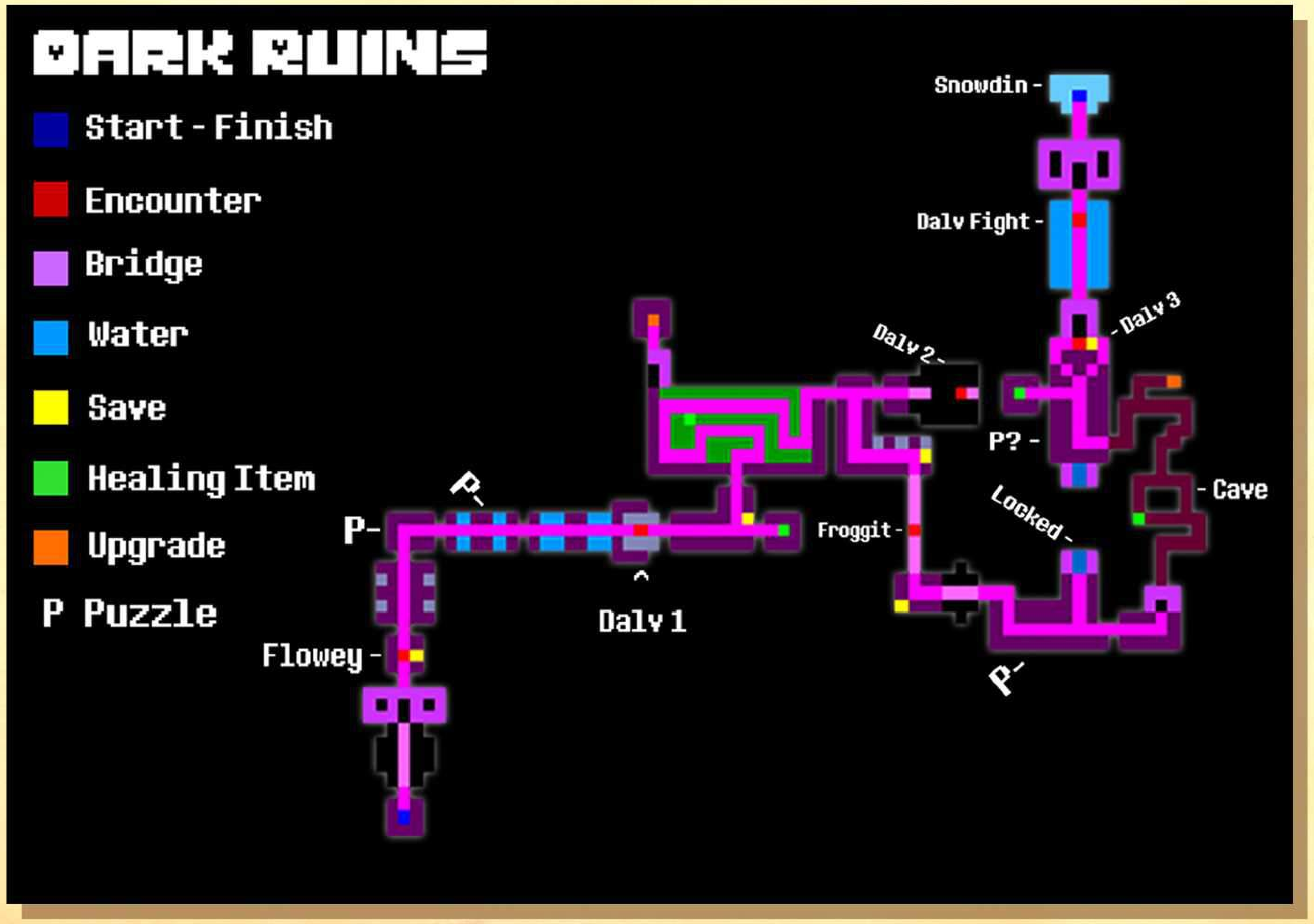
- Sword

DarkMapV1.jpg - 2016
MasterSwordRemix

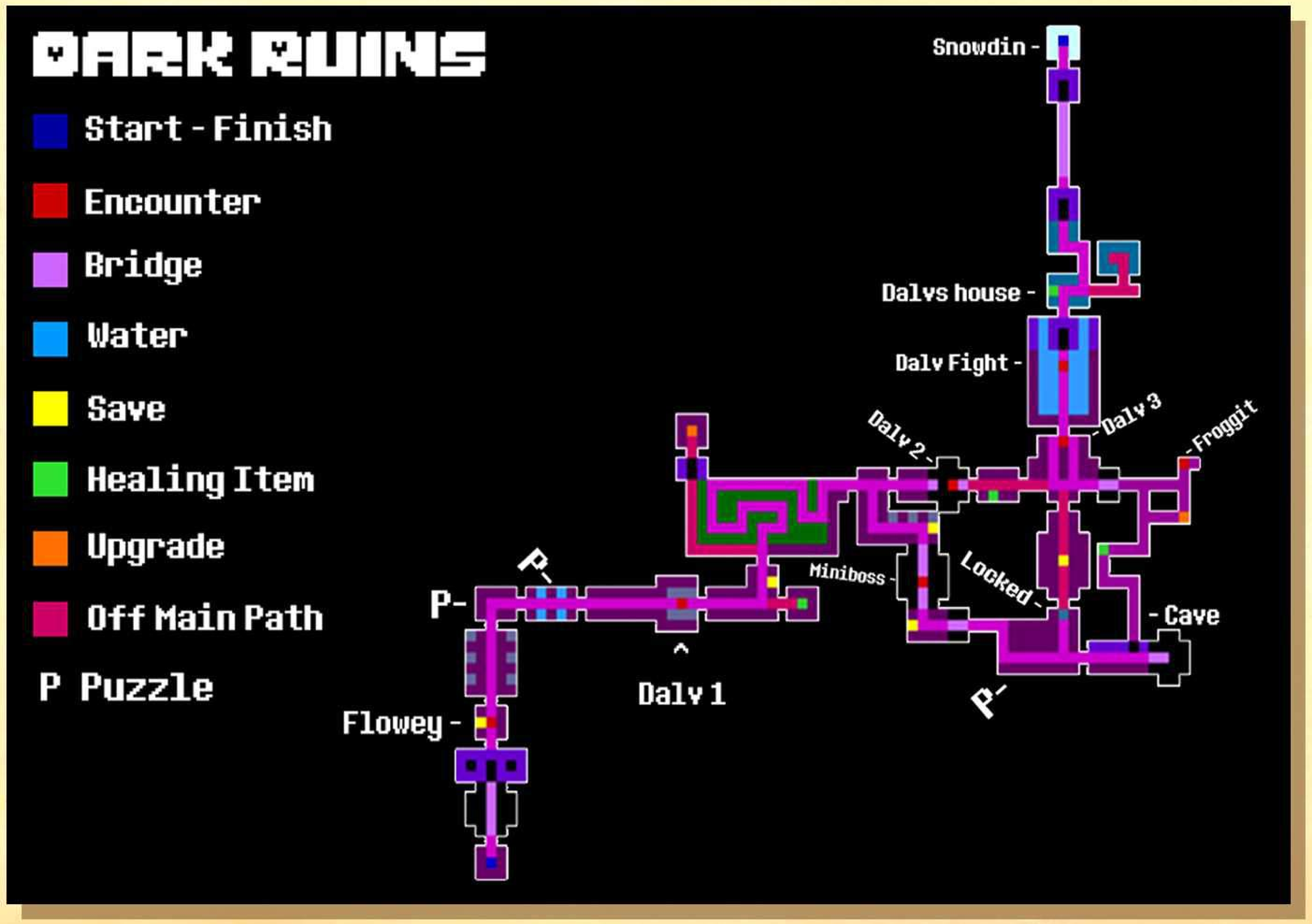

P - Puzzle
Exit
Vinny fight -
Vinny #2
P
- Vinny #3
Maze -
P
Froggit -
P
P
P
^
Flowey -
Vinny #1
Start -

DarkMapV2.jpg - 2016
MasterSwordRemix


DARK RUINS
Start - Finish
Encounter
Bridge
Water
Save
Healing Item
Upgrade
P Puzzle
Snowdin -
Dalv Fight -
- Dalv 3
Staircase -
- A study of some sort
P-
Dalv 2 -
P-
Froggit -
P-
P-
^
Dalv 1
Flowey -


DARK RUINS
Start - Finish
Encounter
Bridge
Water
Save
Healing Item
Upgrade
P Puzzle
Snowdin -
Dalv Fight -
- Dalv 3
Dalv 2 -
P? -
- Cave
Locked -
P-
P-
Froggit -
^
Dalv 1
Flowey -
P-

DarkMapV3.png - 2016
MasterSwordRemix


DARK RUINS
Start - Finish
Encounter
Bridge
Water
Save
Healing Item
Upgrade
Off Main Path
P Puzzle
Snowdin -
Dalvs house -
Dalv Fight -
Dalv 2 -
- Dalv 3
- Froggit
P-
Miniboss -
Locked -
- Cave
P-
^
Dalv 1
Flowey -
P-

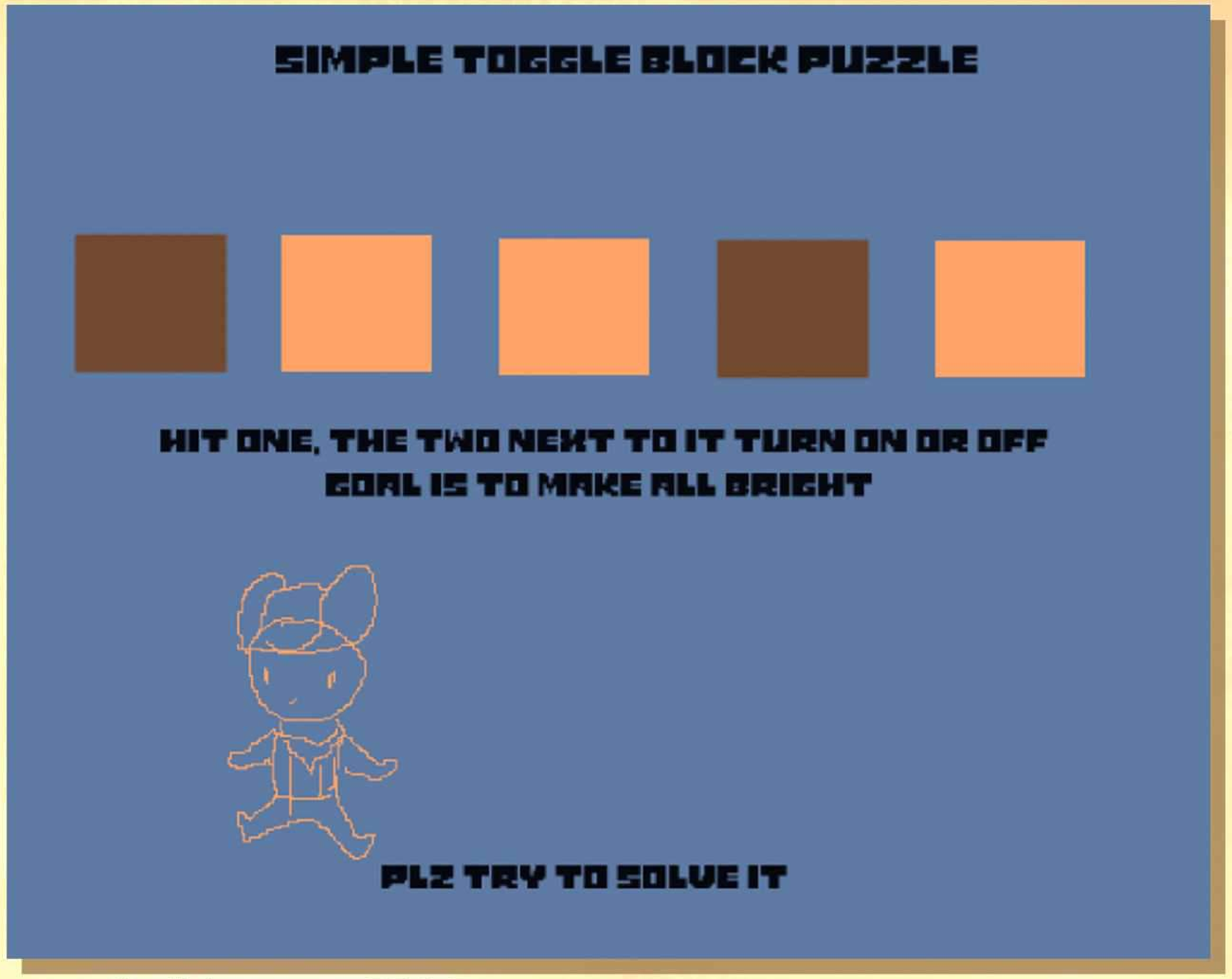
DarkRuinsV4.png - 2016
MasterSwordRemix

<- Pictured previously:

Each iteration of the Dark Ruins layout, complete with the placeholder name for Dalv.

You can see how the overall flow remained similar as more rooms and detail were added.

- Sword

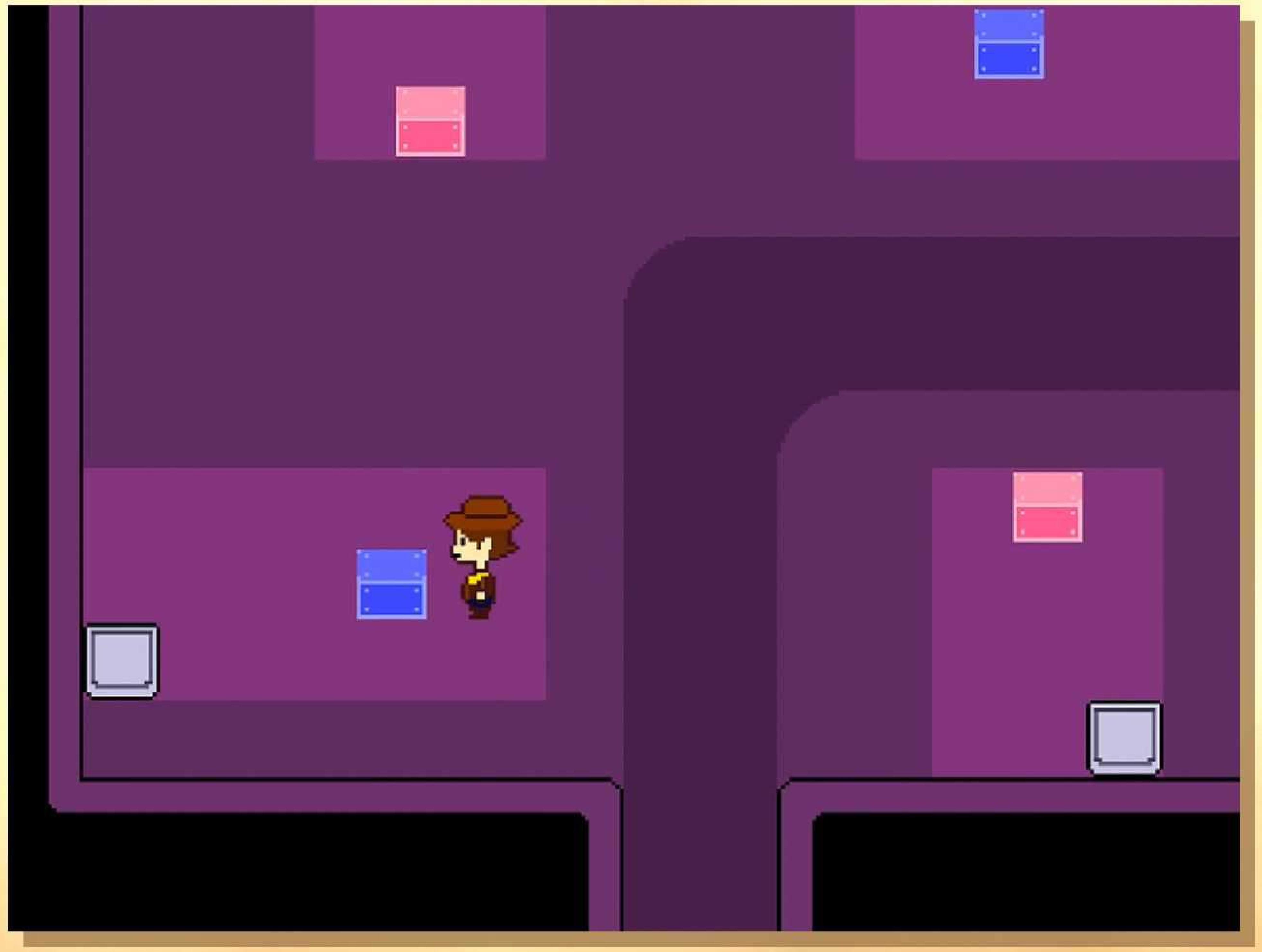


SIMPLE TOGGLE BLOCK PUZZLE

HIT ONE, THE TWO NEXT TO IT TURN ON OR OFF
GOAL IS TO MAKE ALL BRIGHT

PLZ TRY TO SOLVE IT

puzzle#1.png - 2016
Figburn

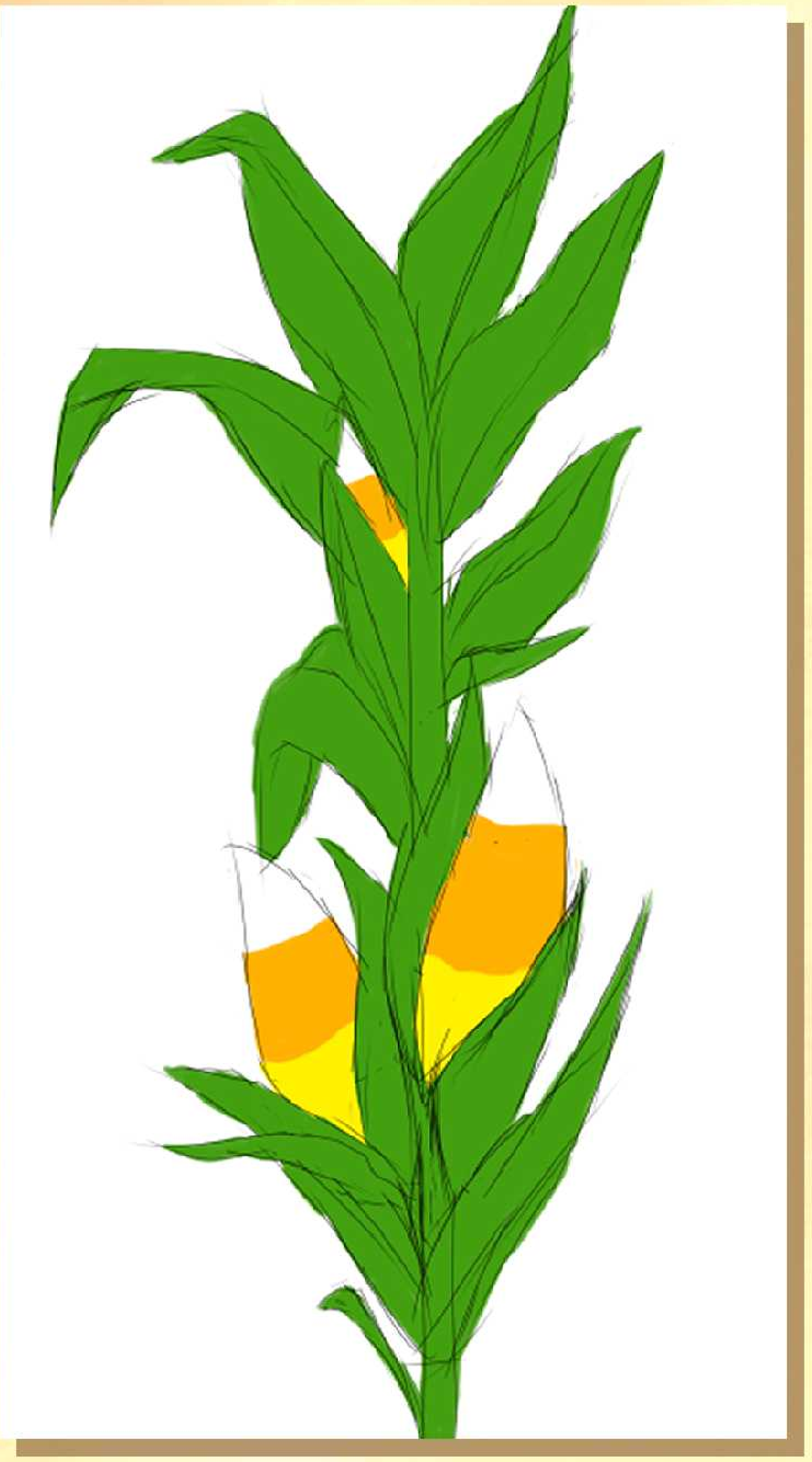


puzzle and blocks.mp4 - 2016
Spasco

The first puzzle I programmed; pushing a block would also push its "soulmate" block in the opposite direction.

It was scrapped very early on because we couldn't think of ways to make it challenging without it feeling frustrating.

- Spasco

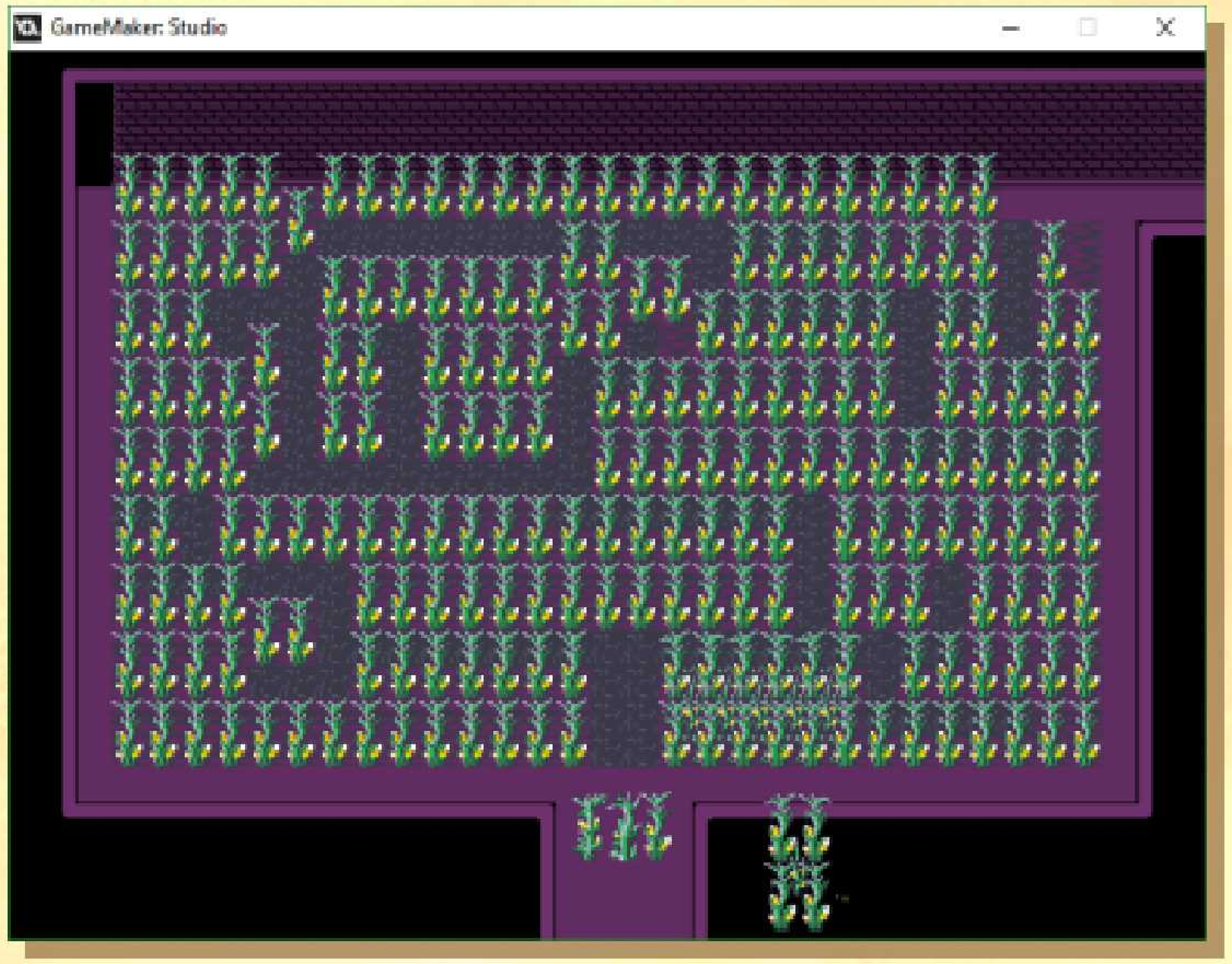


corn.png - 2016

AWildDayDreamer

Tbt to when we were trying to lean more into a "Halloween" vibe with the Dark Ruins and were throwing around the idea of candy corn stalks. We pretty quickly discarded the idea when making the actual sprites.

- Day

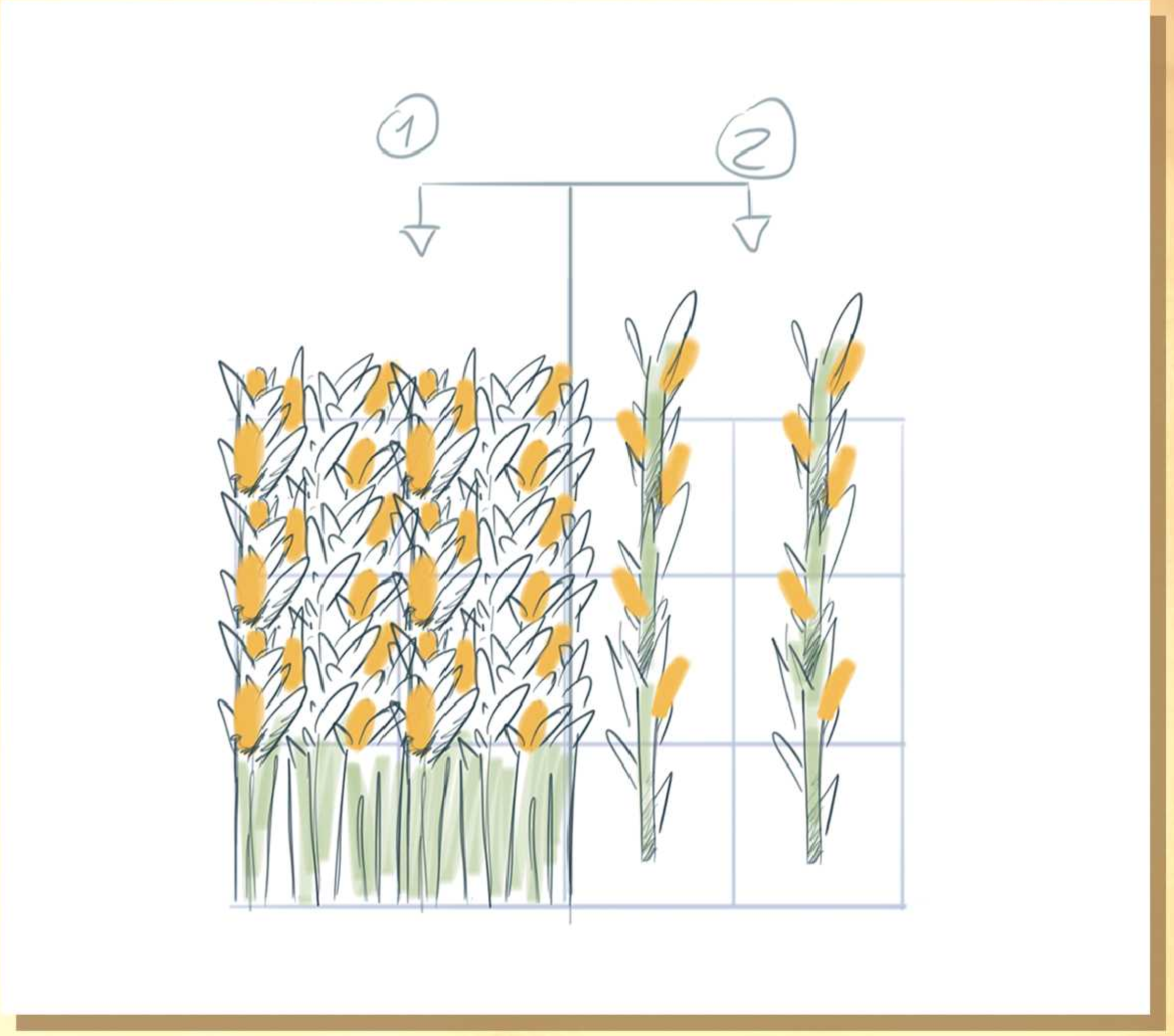


old corn.png - 2016

Spasco

One stalk of corn per tile worked better in my head...

- Sword

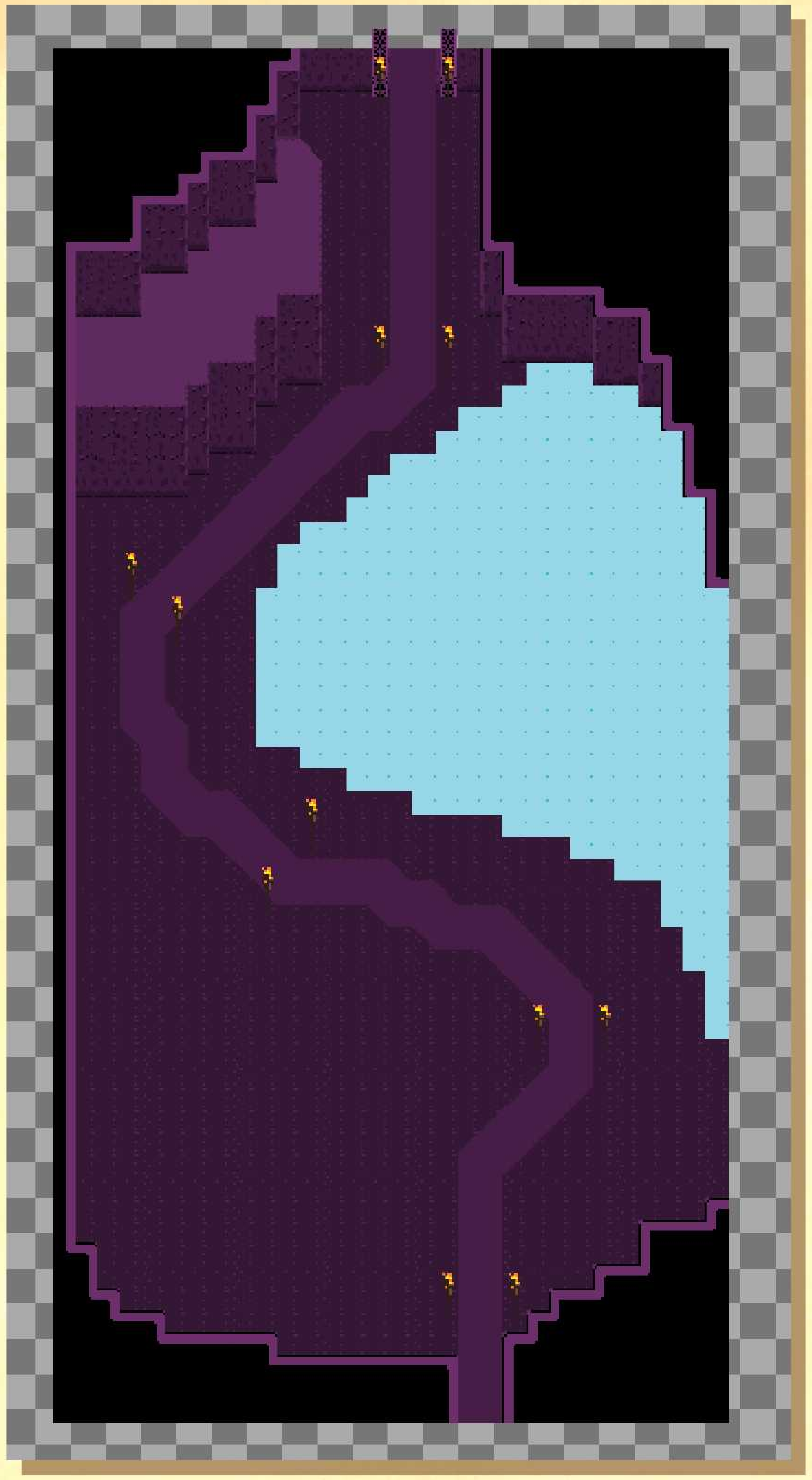


corn_maze_sketch.png - 2016

Gaziter

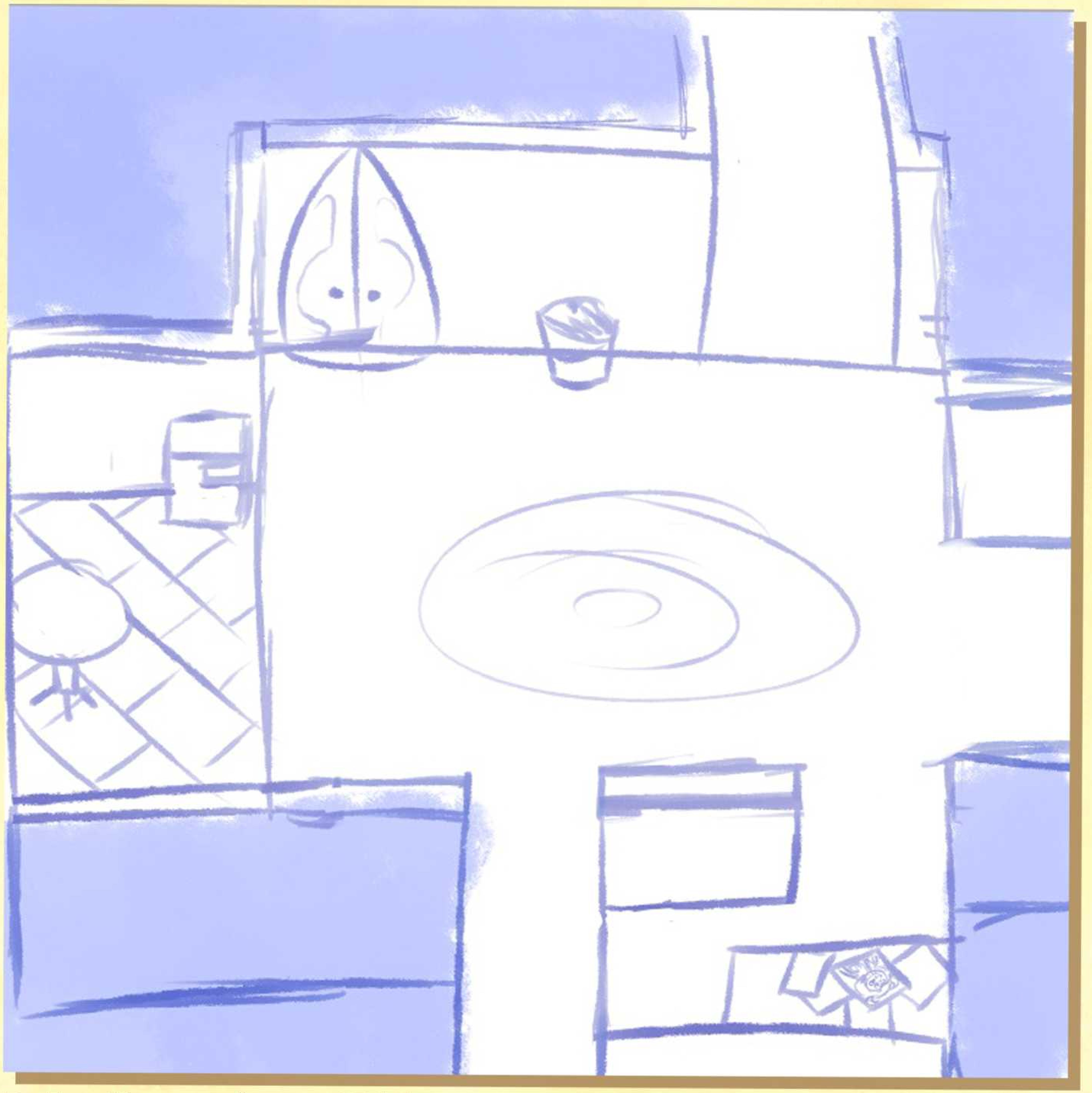
Gaz to the rescue!

- Sword

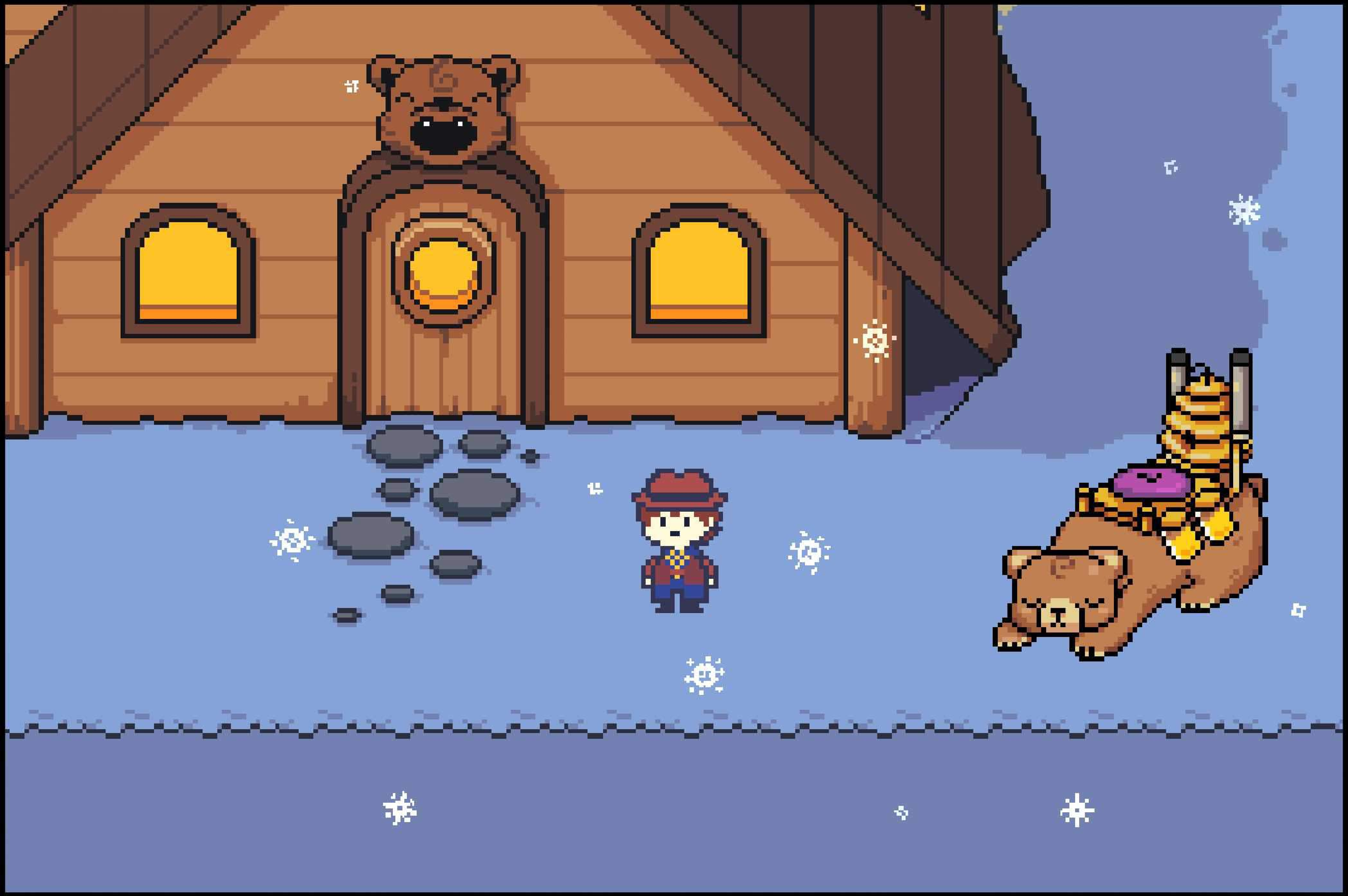


oldcave.png - 2016
Unknown
Originally, the cave section was more open, but it didn't feel right for an Undertale game.

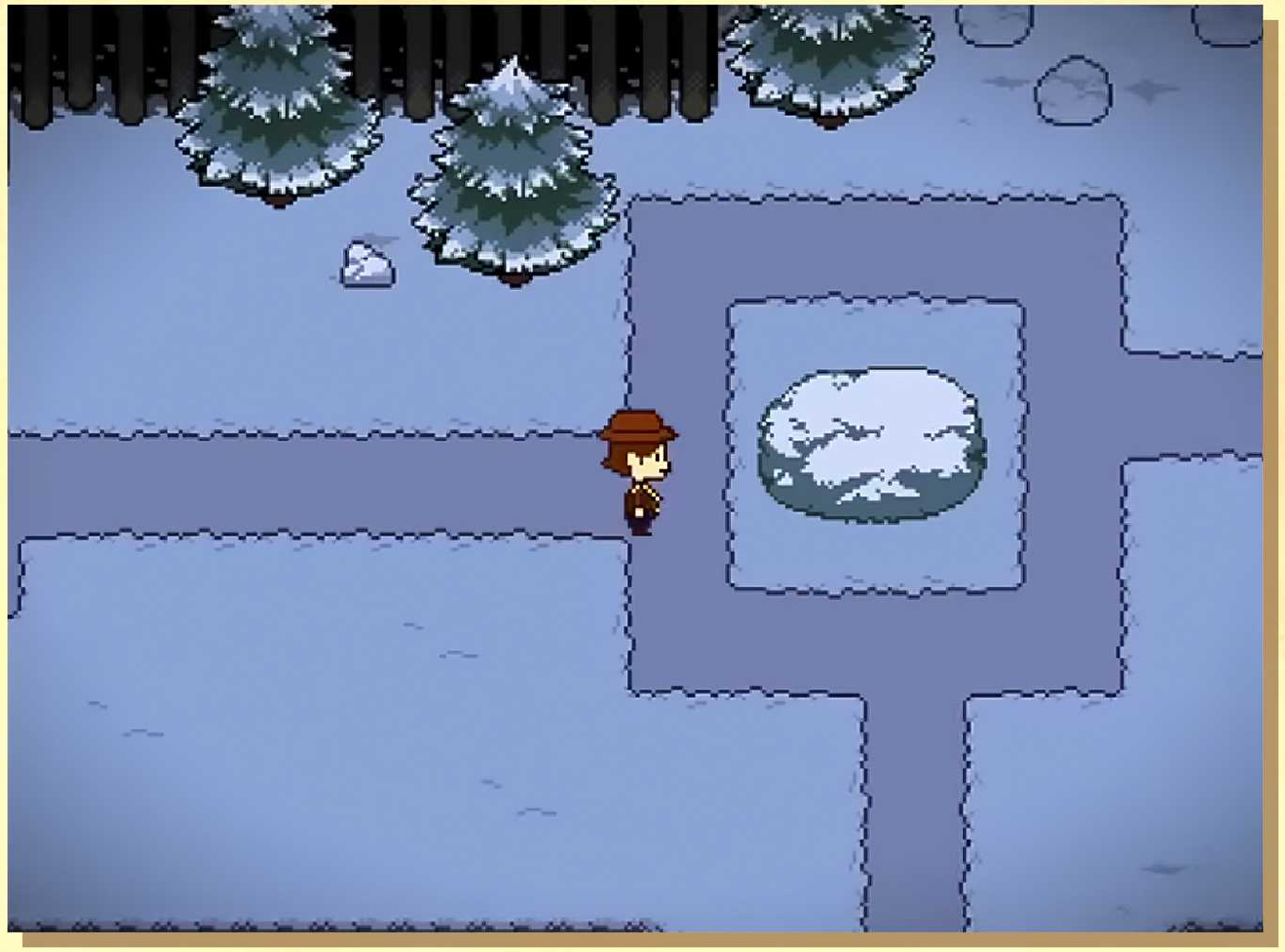
- Sword



Dalv_House.jpg - 2016
Figburn

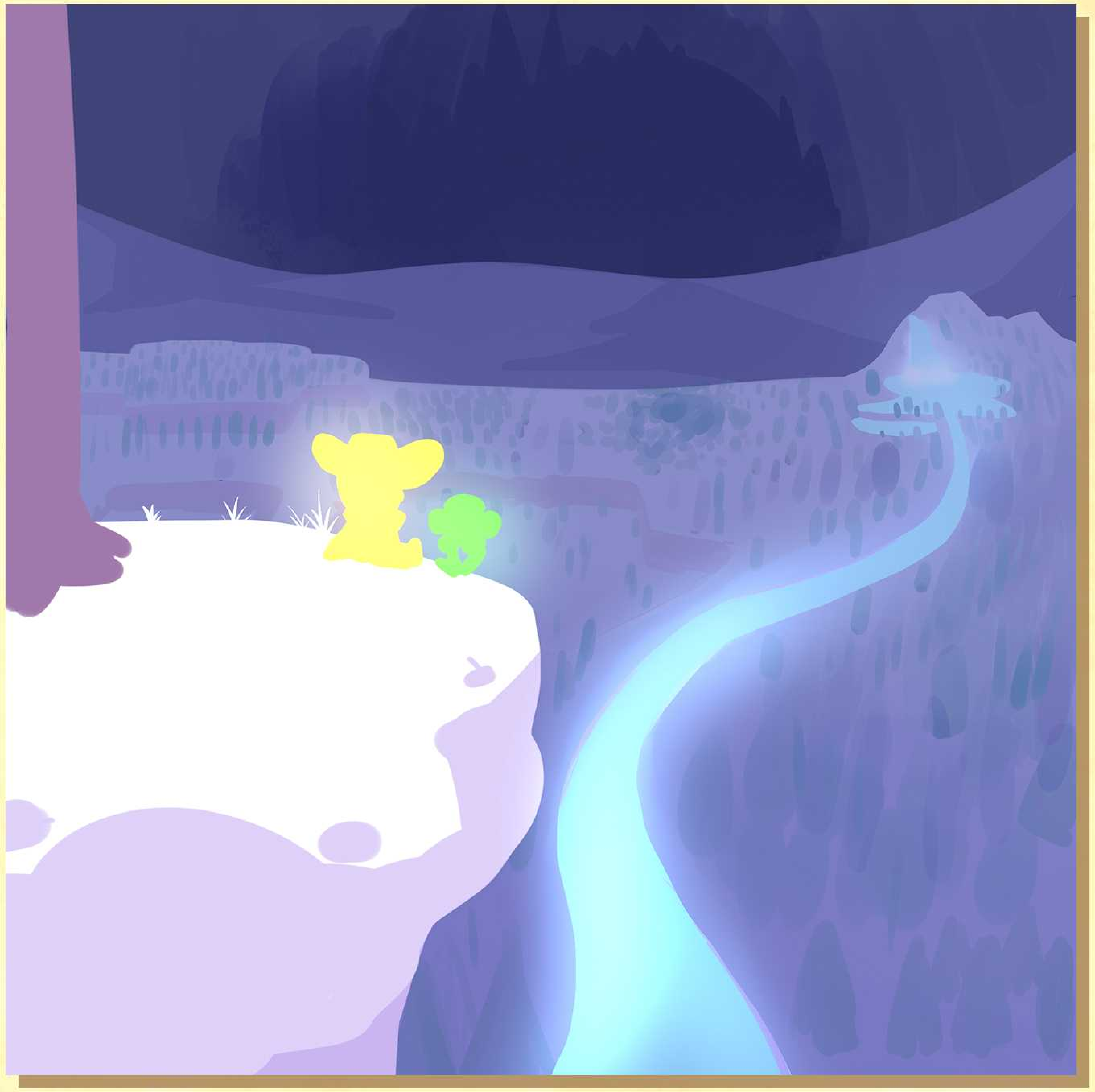


SNOWDIN



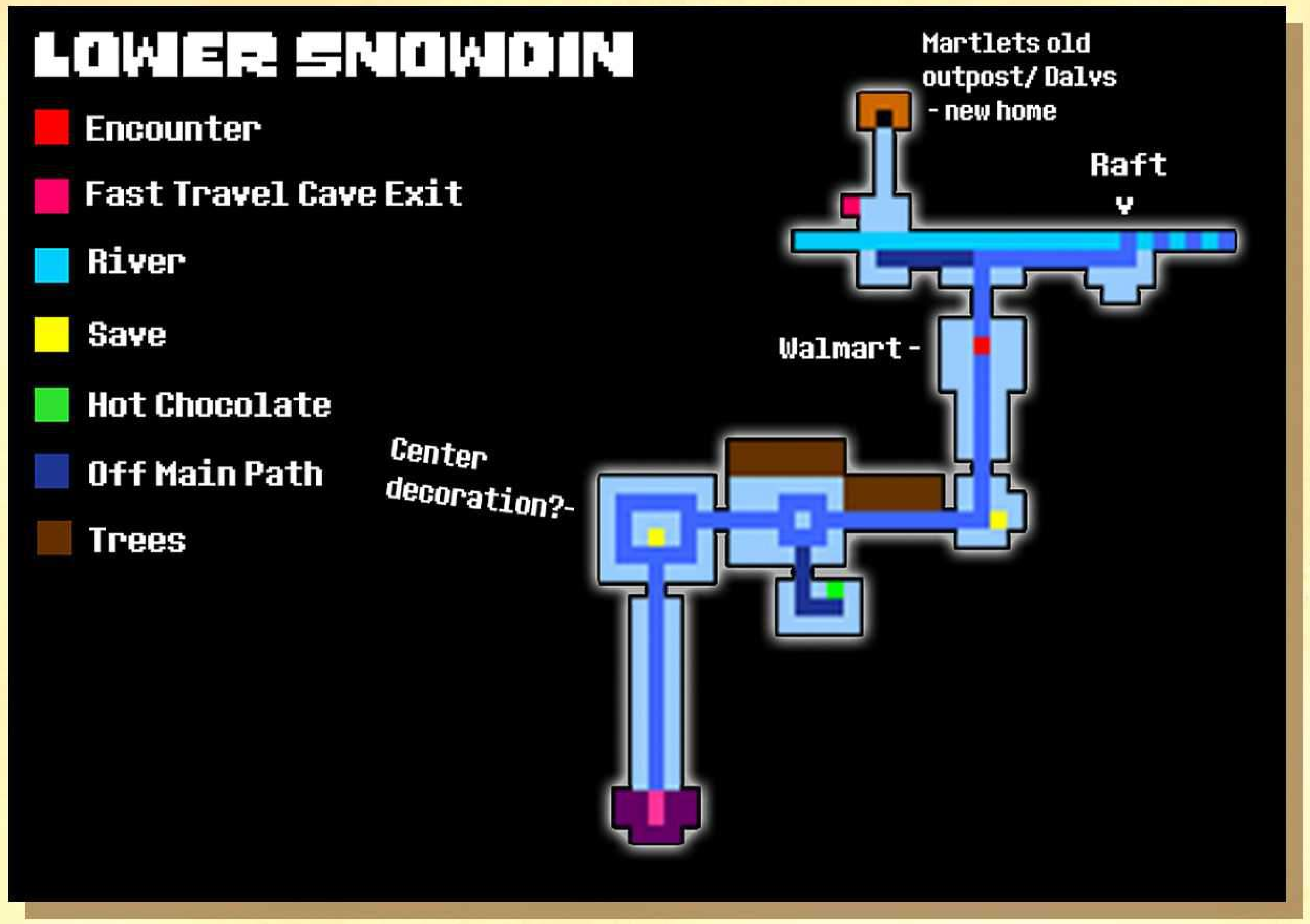
UTY Reveal Trailer.mp4 - 2016
Spasco

We pulled an E3 with our reveal trailer, fabricating a Snowdin room just to show that the game would eventually explore the area.
It may not be legit, but it did inspire the 'Delta Rock' room in the final game.
- Sword

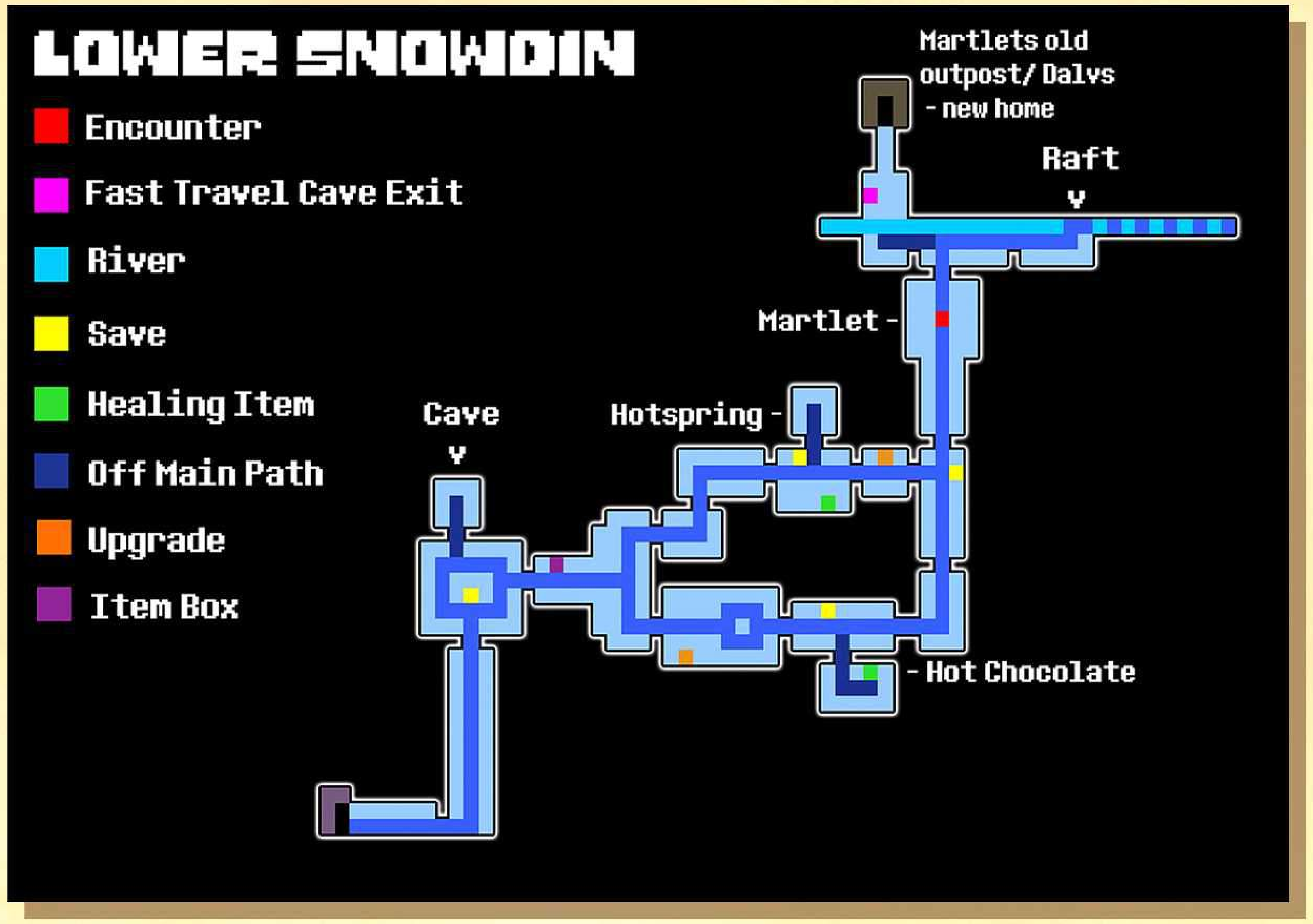


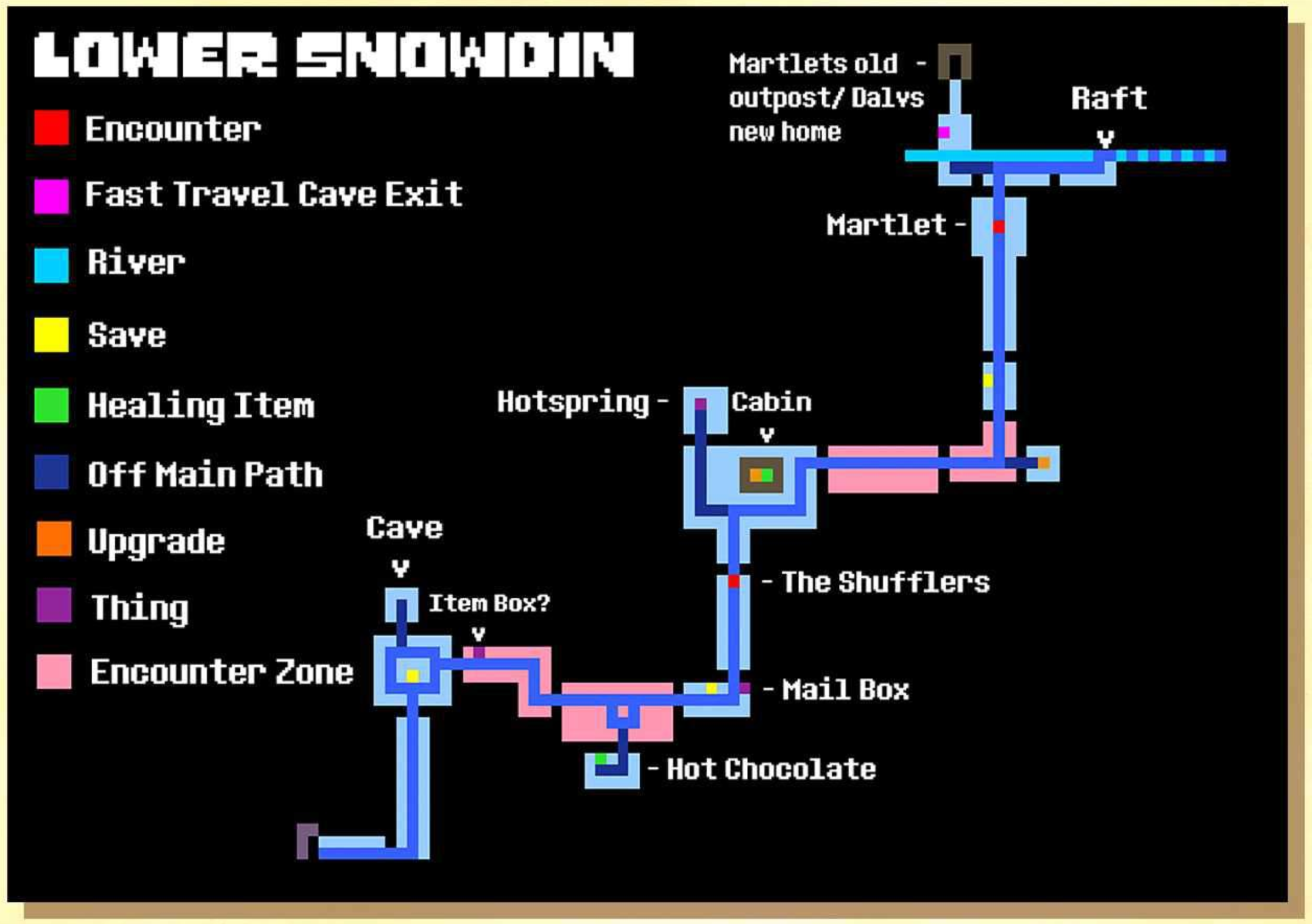
ubertale_yell.png - 2017
Figburn

SnowdinMap_1.png - 2016
MasterSwordRemix

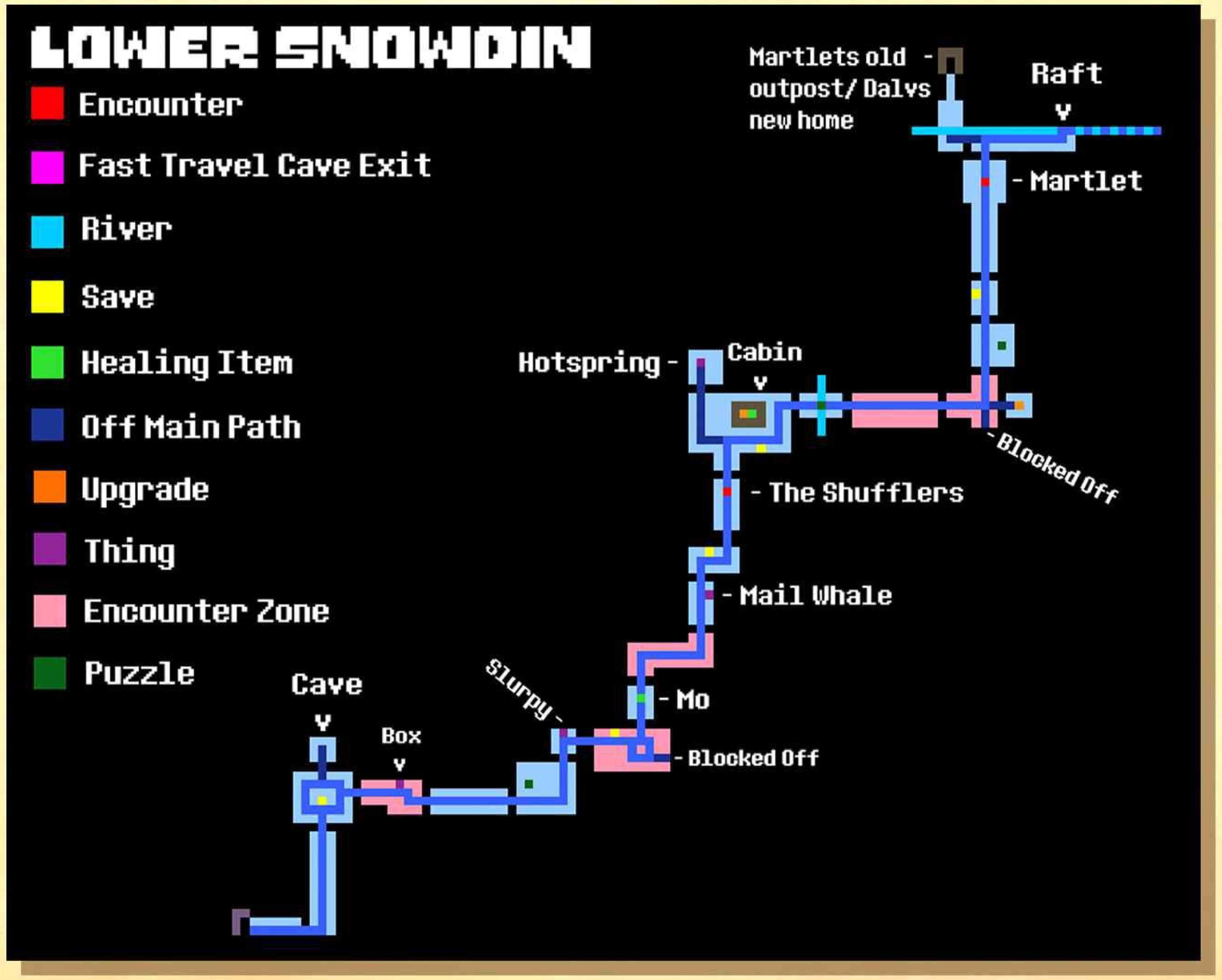

LOWER SNOWDIN
Encounter
Fast Travel Cave Exit
River
Save
Hot Chocolate
Off Main Path
Trees
Martlets old outpost/ Dalvs - new home
Raft
v
Walmart -
Center decoration?-

SnowdinMapV3.png - 2016
MasterSwordRemix


LOWER SNOWDIN
Encounter
Fast Travel Cave Exit
River
Save
Healing Item
Off Main Path
Upgrade
Item Box
Martlets old outpost/ Dalvs - new home
Raft
v
Martlet -
Cave
v
Hotspring -
- Hot Chocolate


LOWER SNOWDIN
Encounter
Fast Travel Cave Exit
River
Save
Healing Item
Off Main Path
Upgrade
Thing
Encounter Zone
Martlets old - outpost/ Dalvs new home
Raft
v
Martlet -
Hotspring -
Cabin
v
- The Shufflers
Cave
v
Item Box?
v
- Mail Box
- Hot Chocolate

SnowdinMapV4.png - 2017
MasterSwordRemix


LOWER SNOWDIN
Encounter
Fast Travel Cave Exit
River
Save
Healing Item
Off Main Path
Upgrade
Thing
Encounter Zone
Puzzle
Martlets old - outpost/ Dalvs new home
Raft
v
- Martlet
Hotspring -
Cabin
v
-Blocked Off
- The Shufflers
- Mail Whale
Slurpy -
- Mo
- Blocked Off
Cave
v
Box
v

SnowdinMapV6.png - 2017
MasterSwordRemix

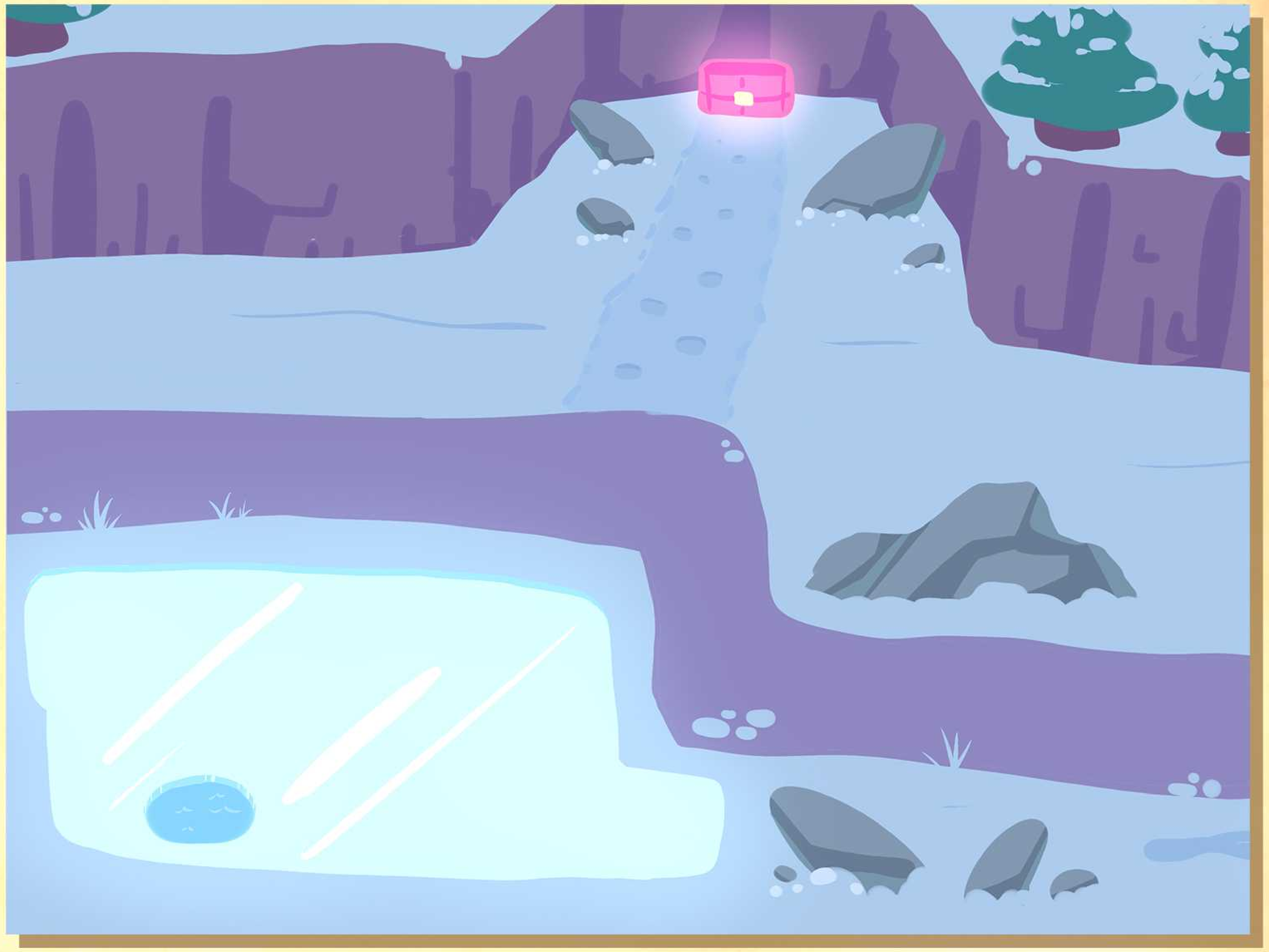
<- Pictured previously:

Snowdin’s development was... troubled.
Coming off the Dark Ruins - a simple, self-contained area - I didn’t really know where to go from there. Sure, there were vague directional bullet points I wanted to hit, but the overarching narrative was far from figured out.

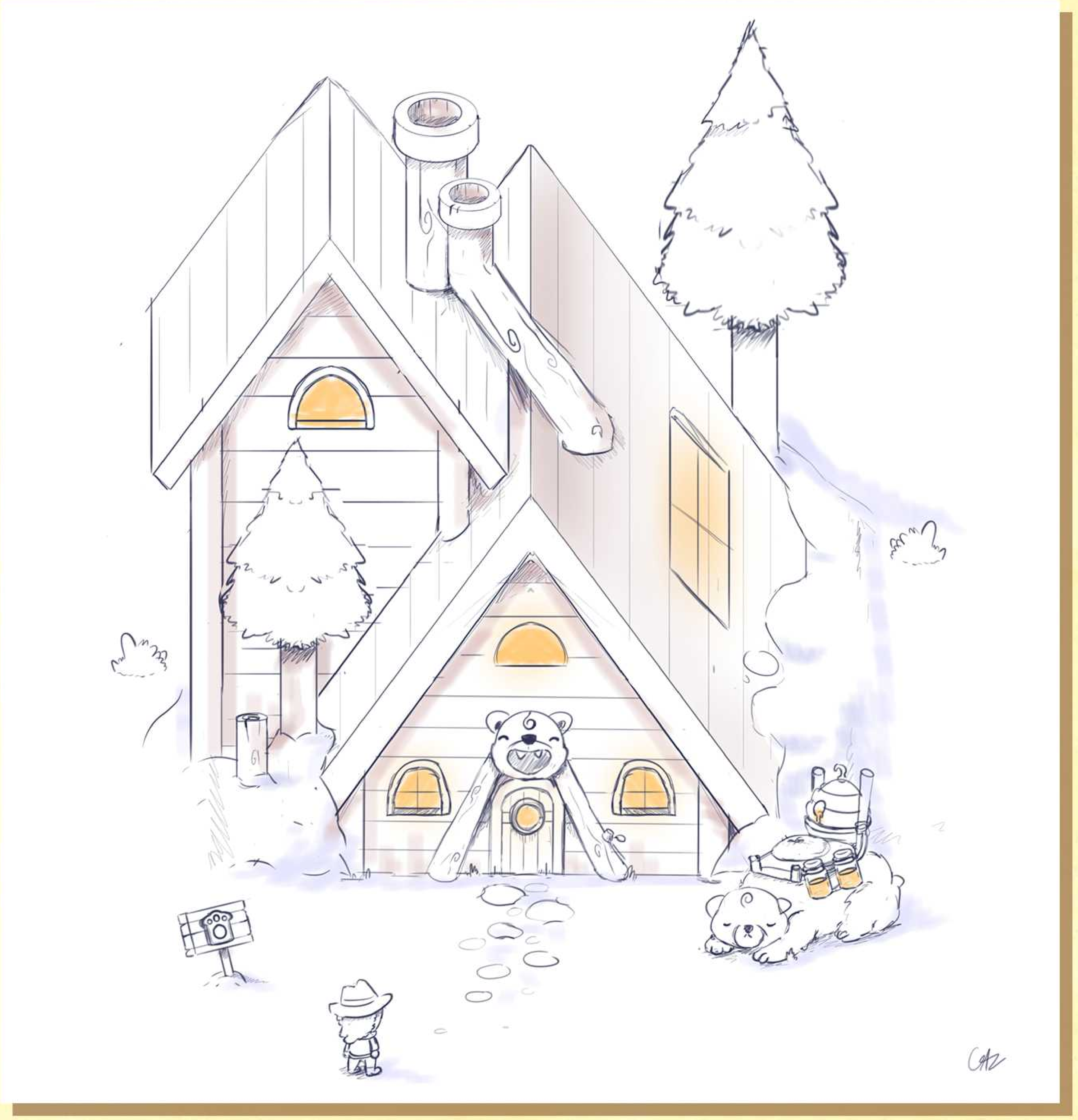
Originally, Snowdin was going to be a sub-area; a means to an end to get to the Dunes (*and in some ways, maybe it still is lol*). But eventually, it needed to introduce a few reoccuring characters that couldn’t appear in the Ruins because they had to be sealed off and semi-vacant. This ended up making the area a sort of second introduction instead of a building block on top the previous area.

All in all, my directorial faults and a year of engine dilemmas lead to a lacking experience.
Even so, the artists absolutely cooked during this era.

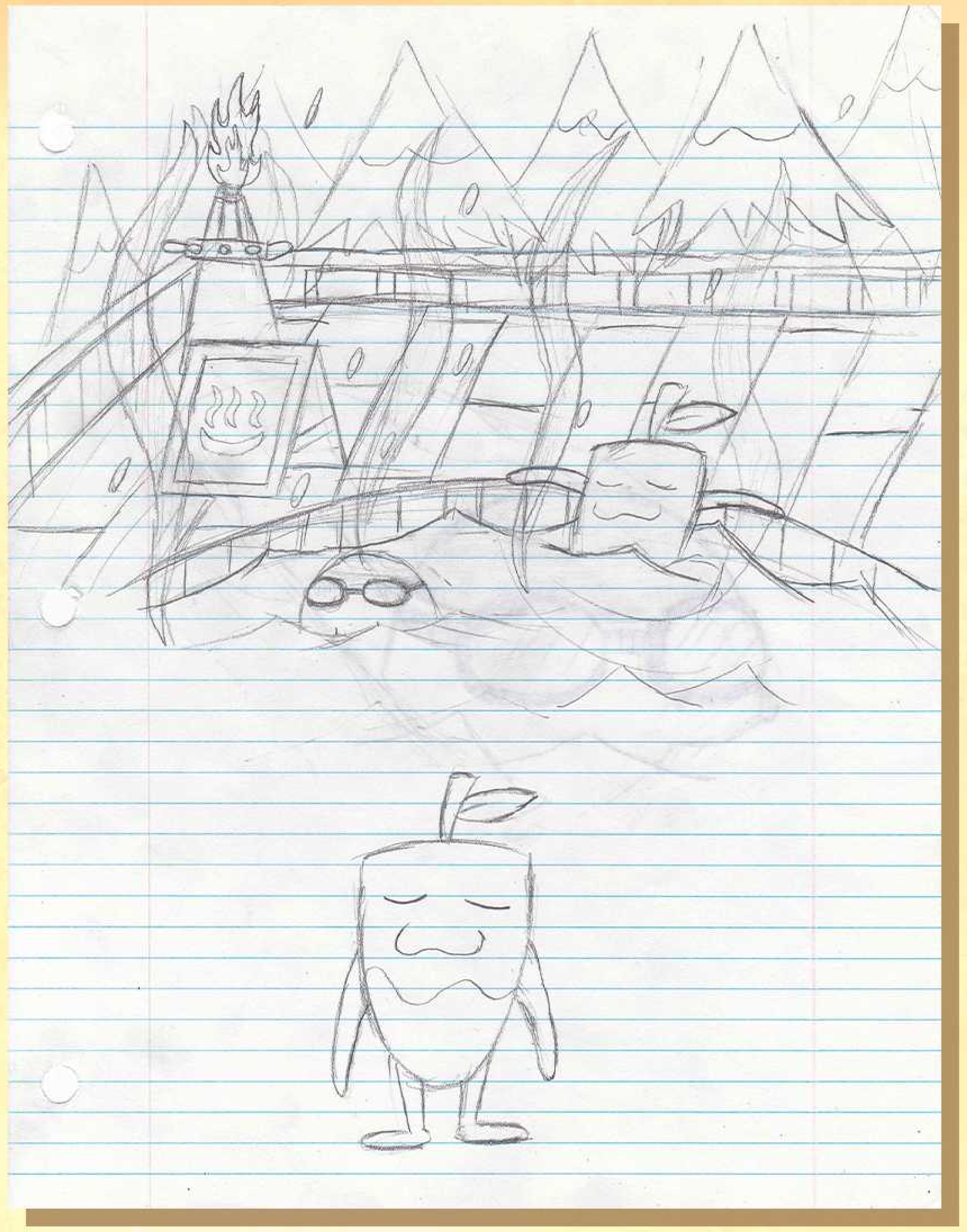
- Sword



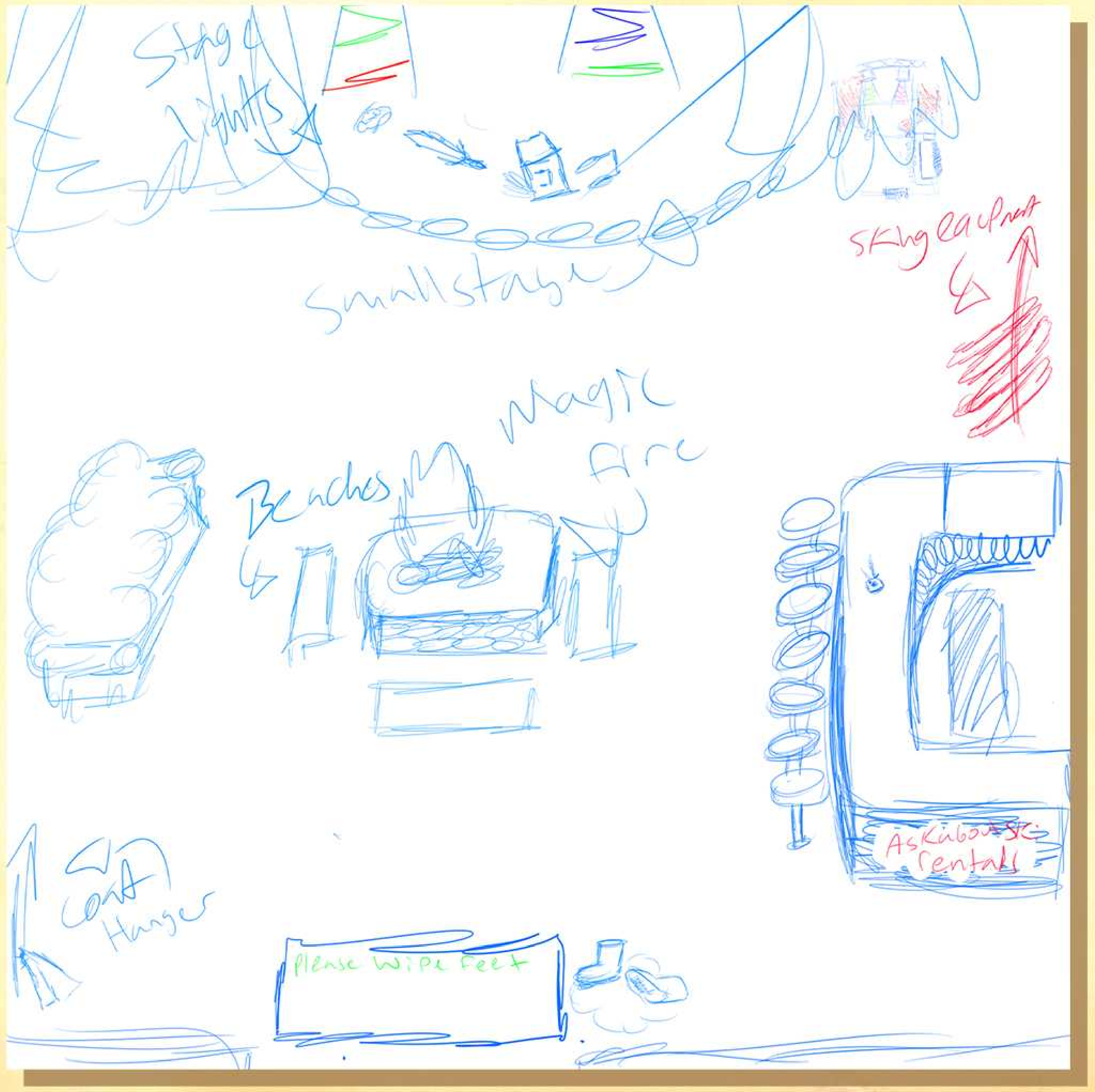
snowDONE_ha_xd - 2017
Figburn



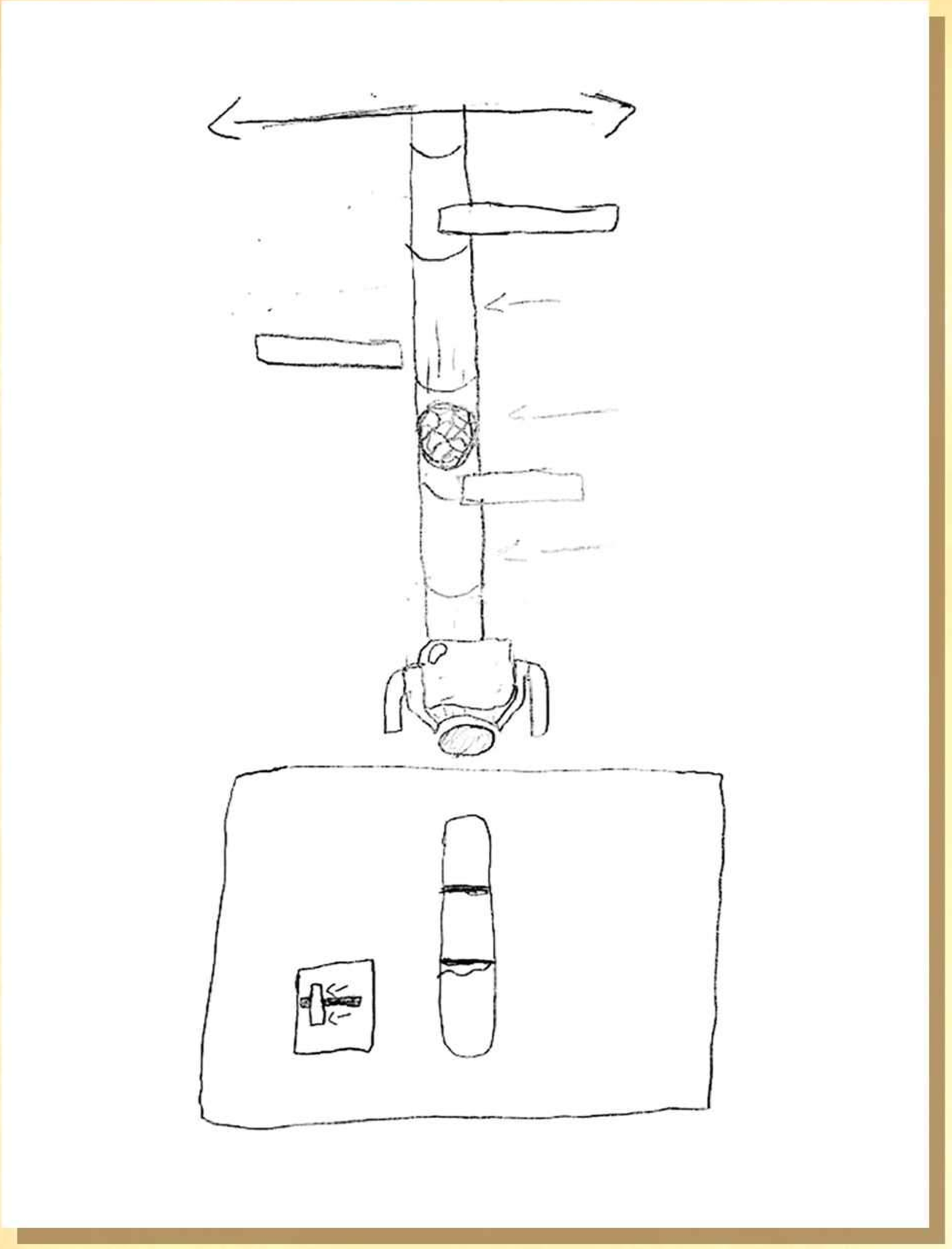
uty_cabin_design1.png - 2017
Gaziter



HotSpring.png - 2017
NoteBlock


Stage lights
Smallstage
SKing eaupmt
Magic fire
Benches
Ask about SKi rentals
Coat Hanger
Please Wipe Feet

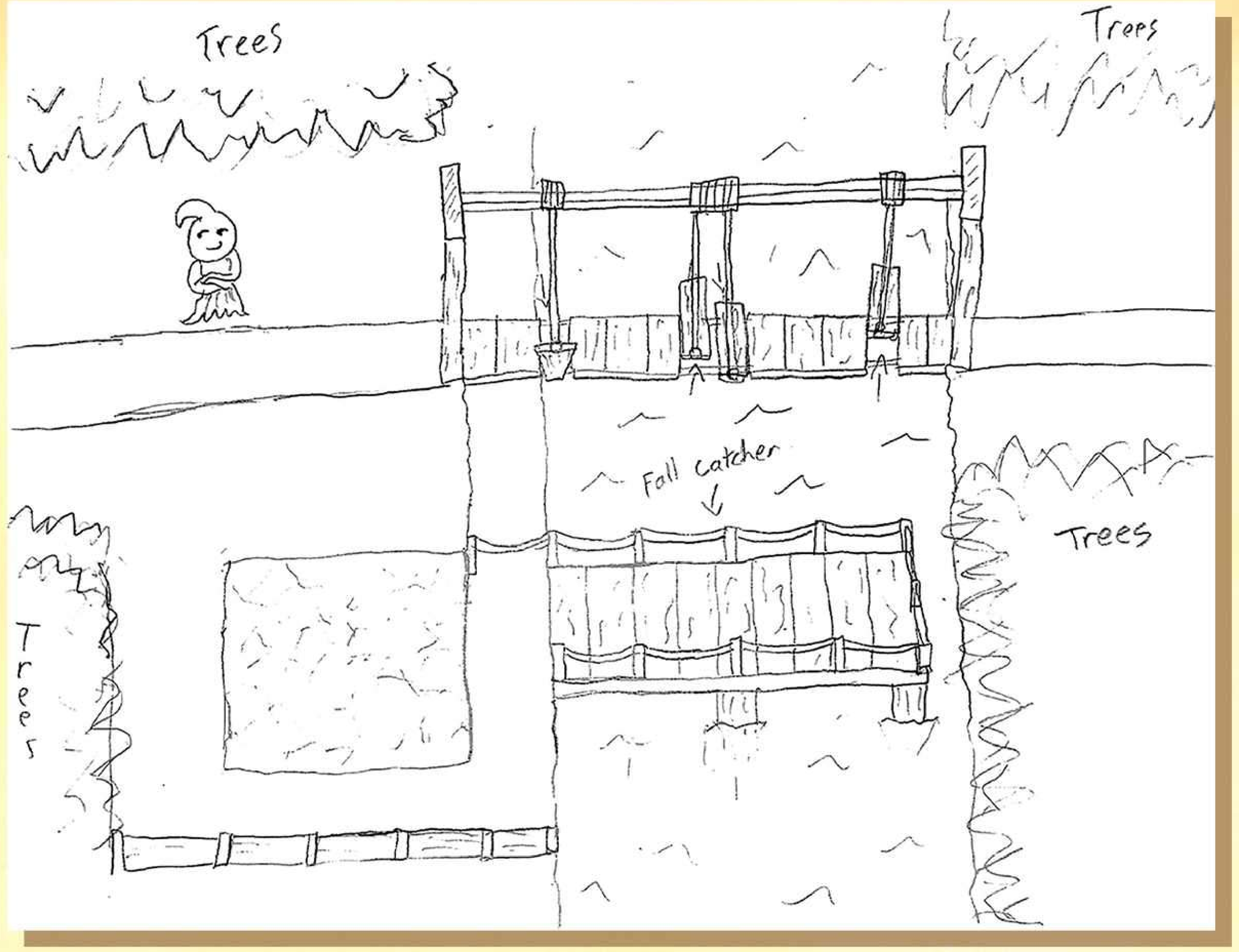
resort concept.png - 2017
StillLiam



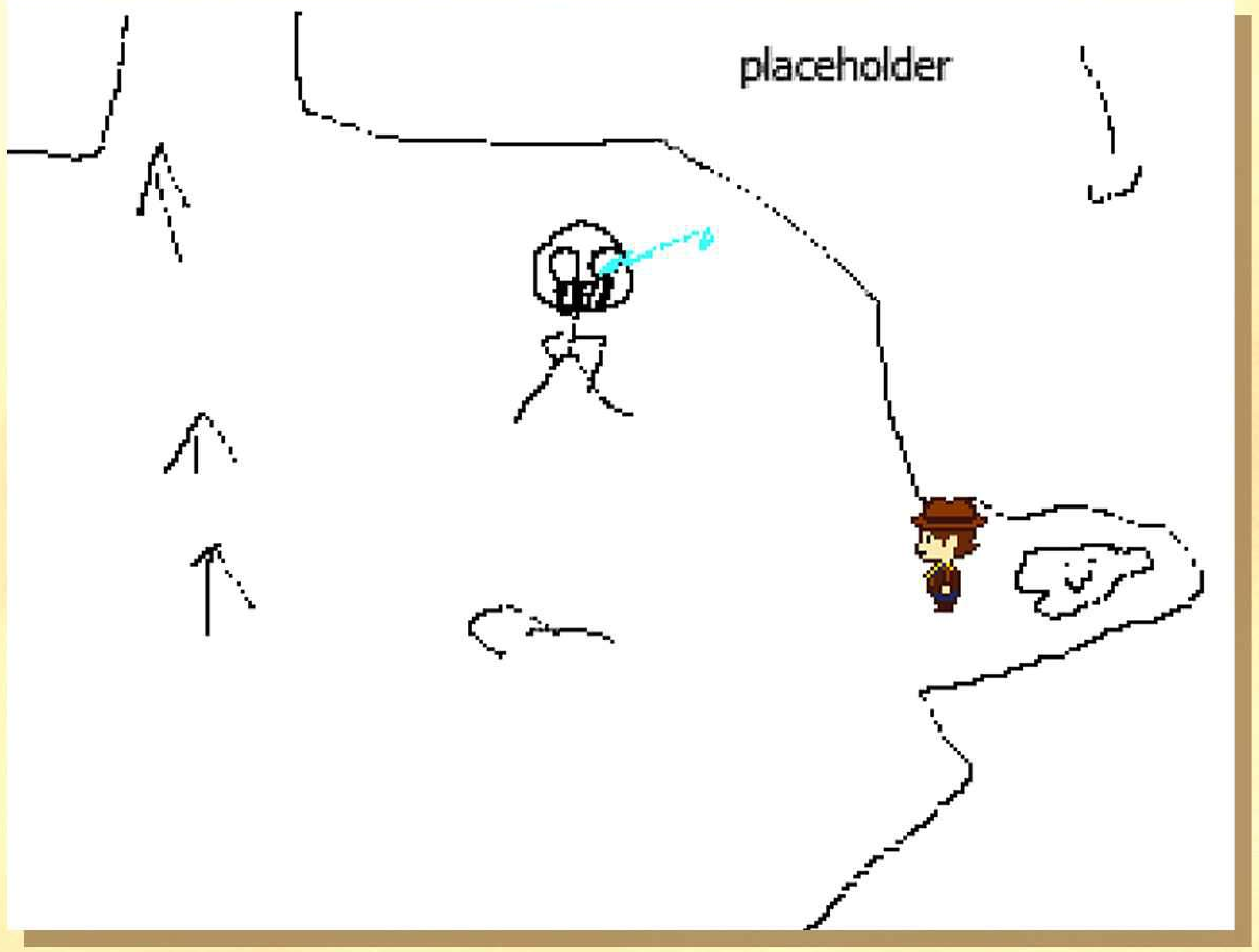
Puzzle1.jpg - 2017
MasterSwordRemix

One of the few times I contributed to concept art.

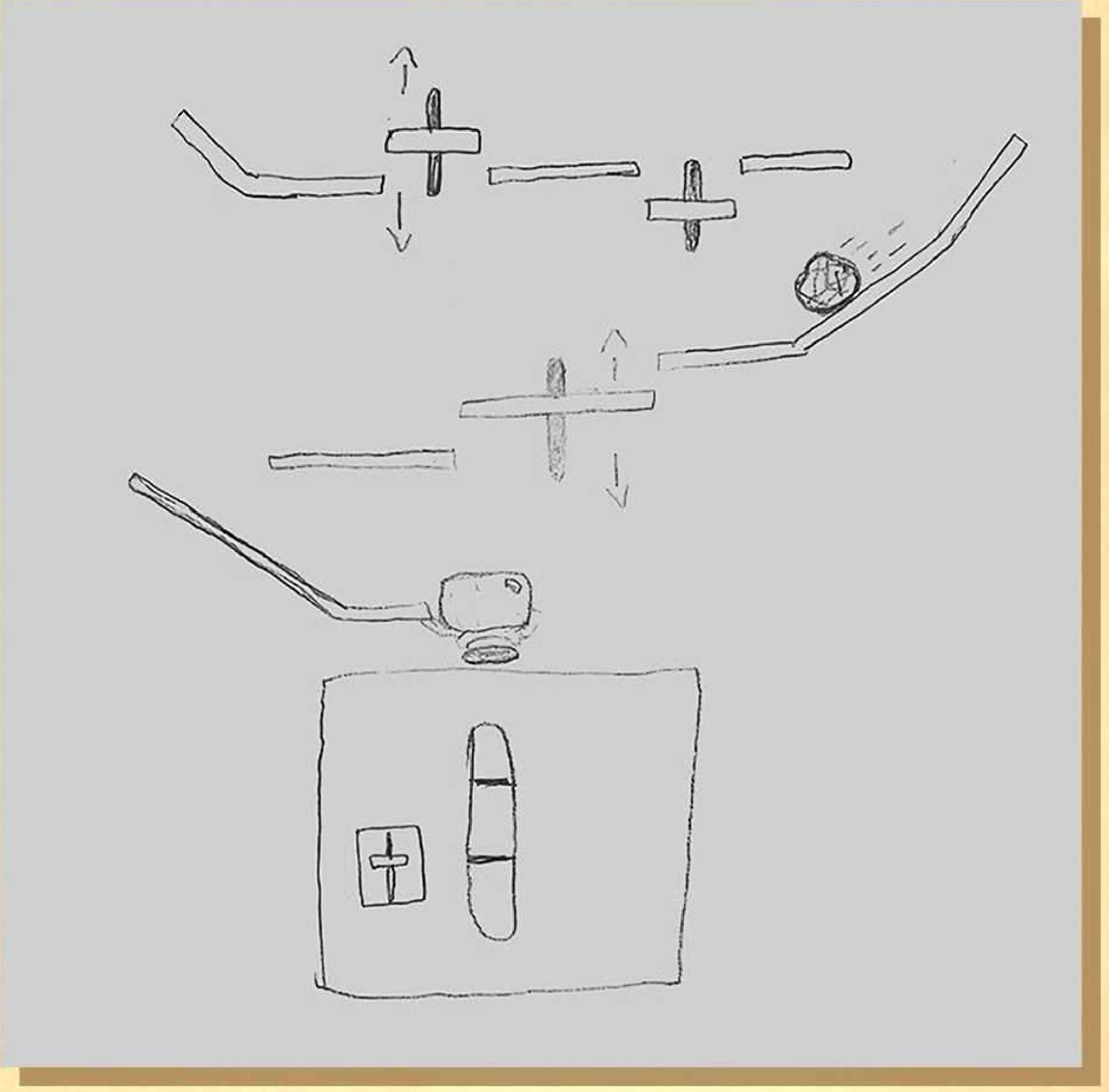
- Sword


Trees
Trees
Fall catcher
Trees
Trees

Bridge Puzzle Concept.png - 2018
MasterSwordRemix


placeholder

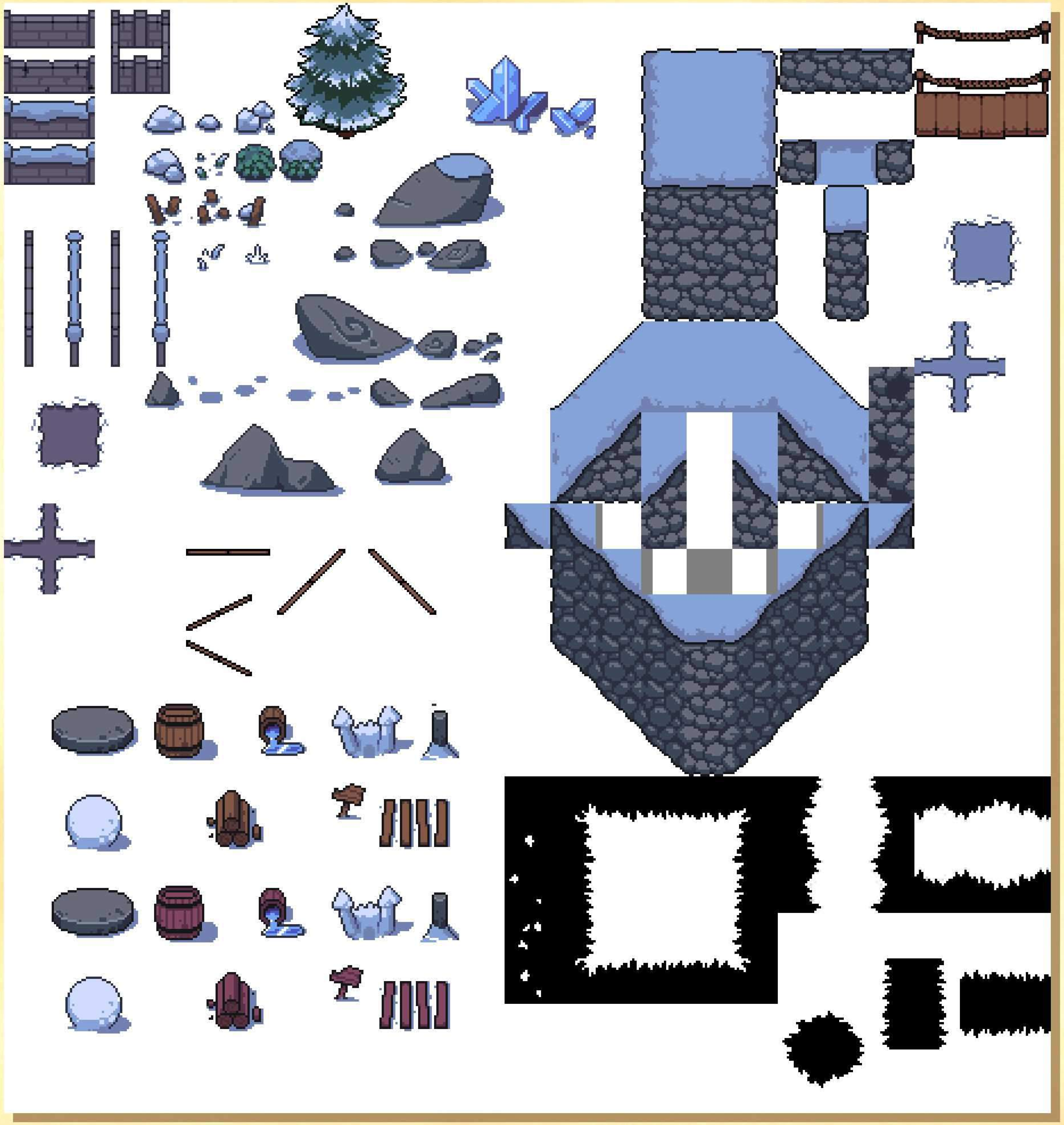
of course.png - 2018
Spasco



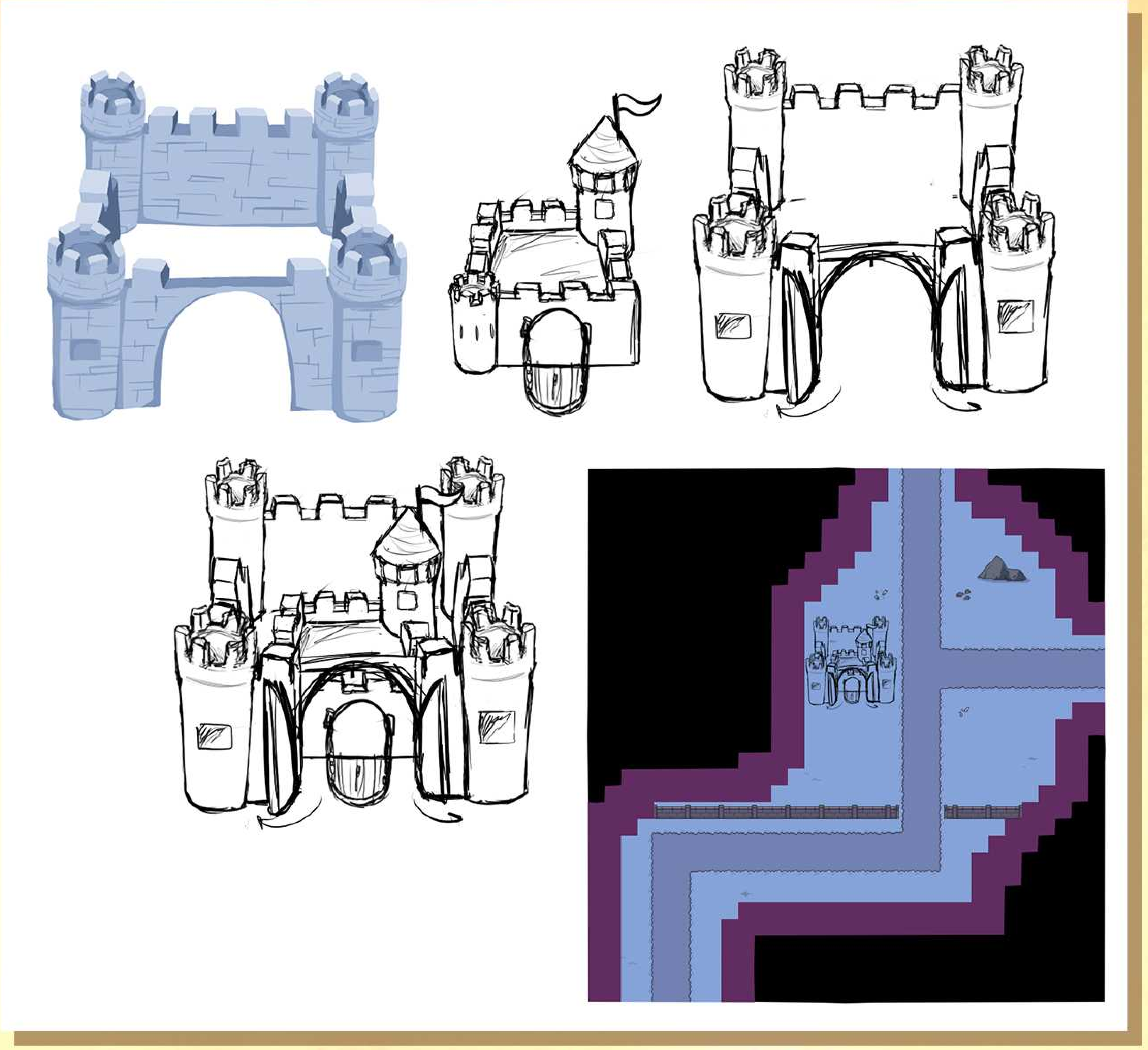
Puzzle2.jpg - 2017
MasterSwordRemix

snowdin_tiles_V8.png - 2017
Gaziter, Vegard Jensen, GlitchedPie
The Snowdin tilesheet turned out much cleaner and easy-to-follow compared to the Dark Ruins.

What a difference one year makes.
- Sword



(*Original Undertale Snowdin tilesheet used as well)

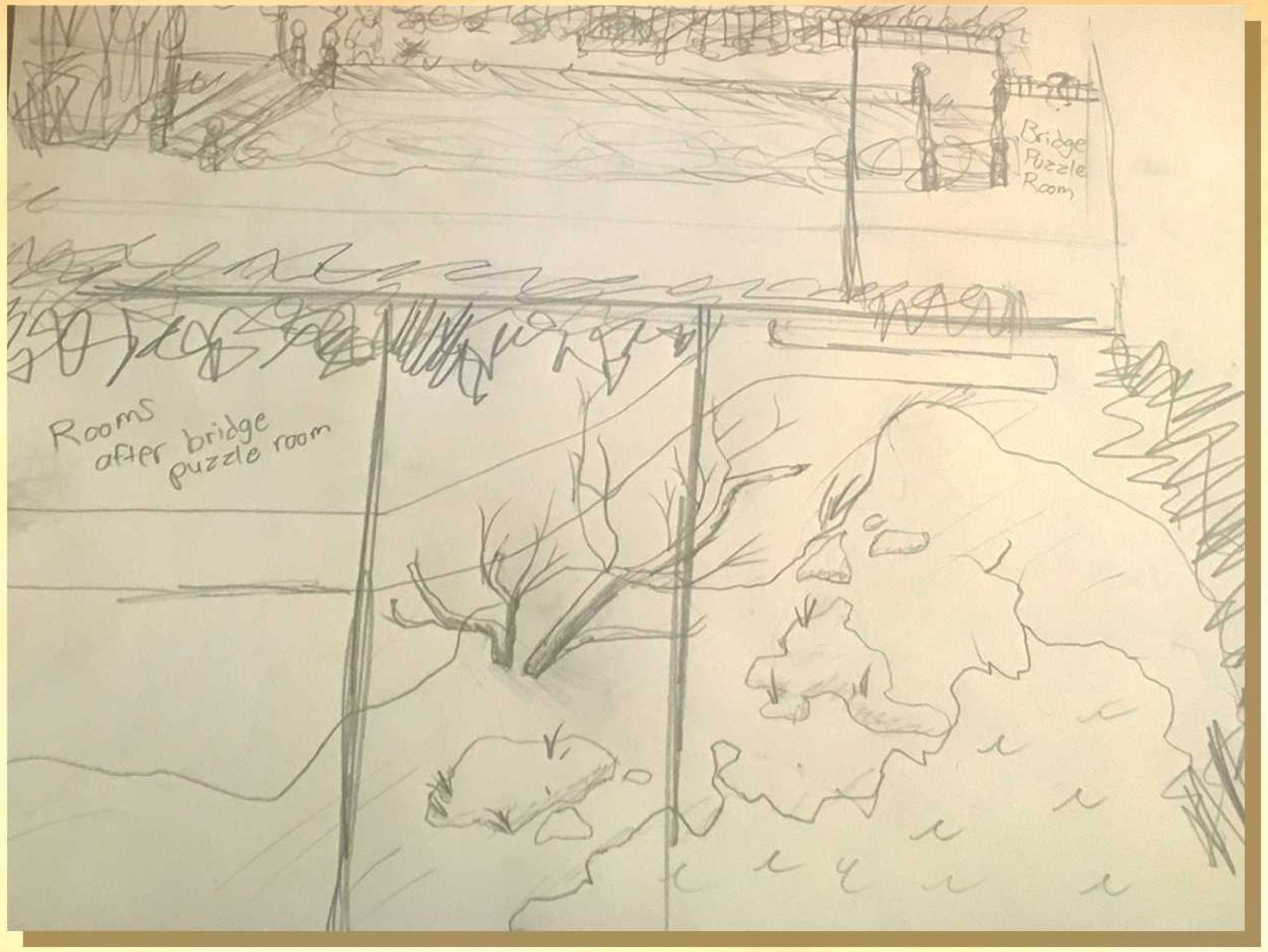


castle_more_like_cASStle.png - 2018
AWildDaydreamer

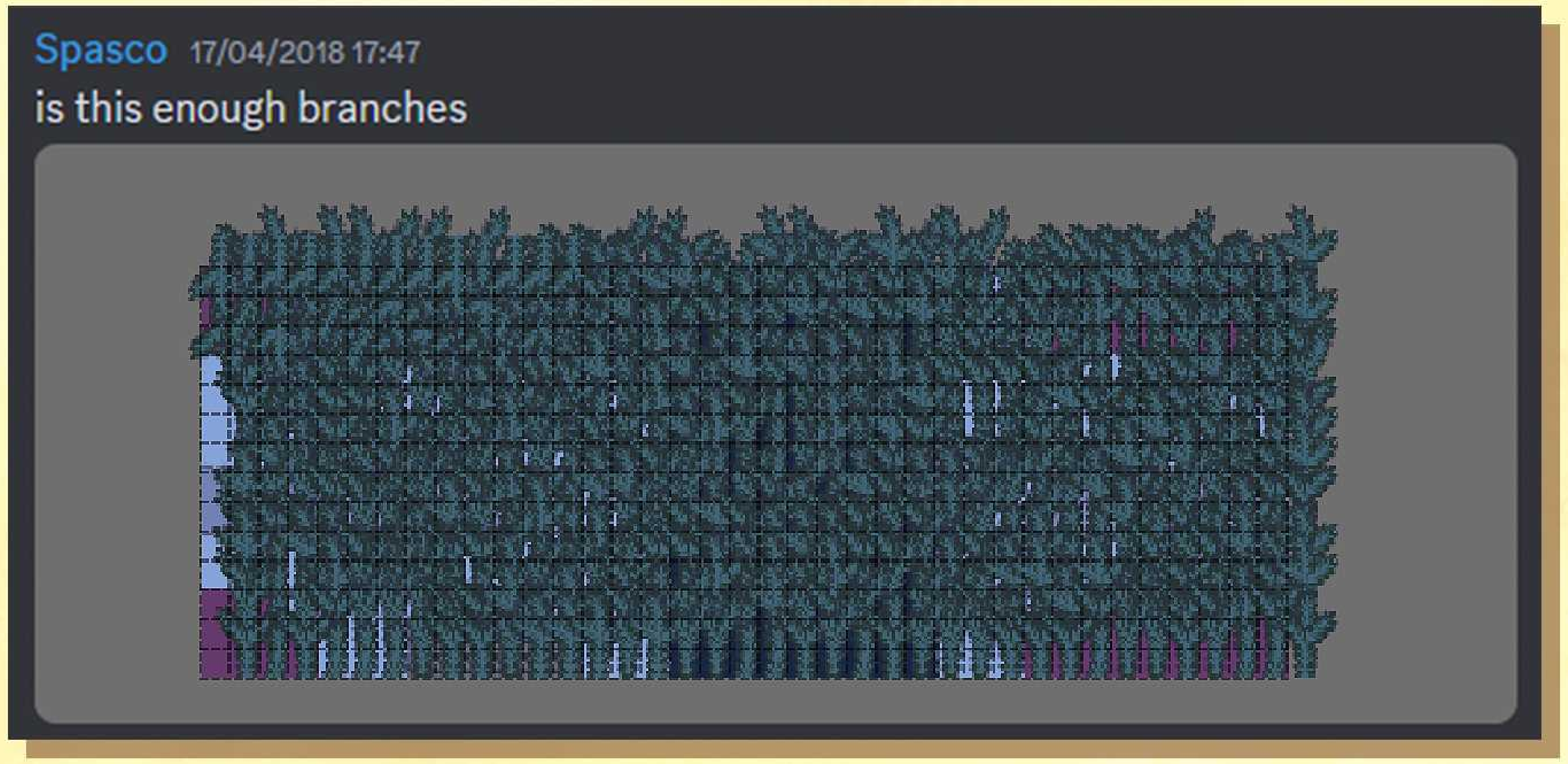
Originally, Snowdin had a lot less rooms, but with the same amount of events and encounters. It started to feel too busy, so we decided to add more rooms where there was only something visual going on.

Plus, being able to look up scenic winter images and just go ham on some cool room designs? 10/10 definitely recommended.

- Day


Bridge Puzzle Room
Rooms after bridge puzzle room

snowdinrooms.jpg - 2018
AWildDaydreamer

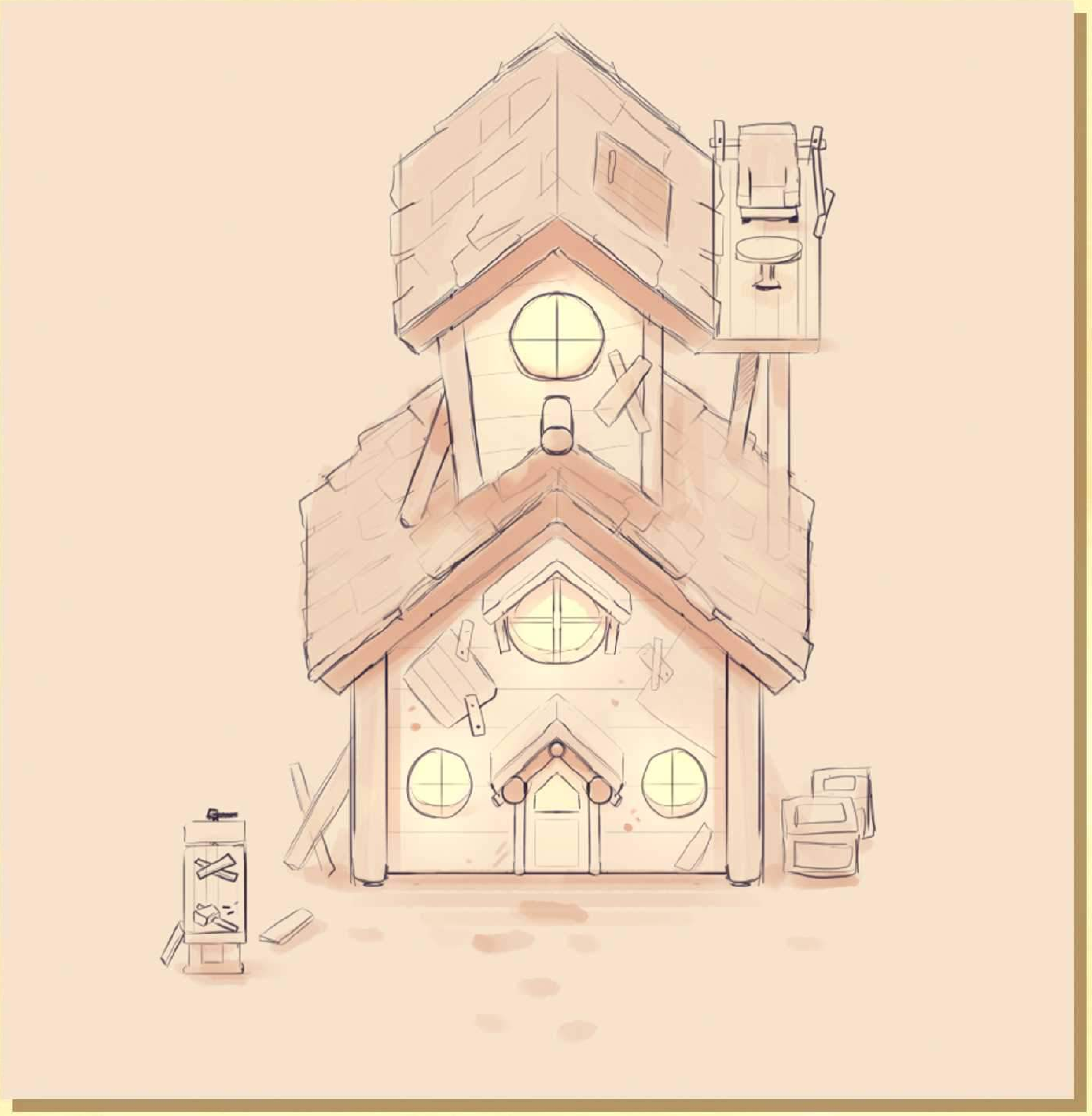


Spasco 17/04/2018 17:47
is this enough branches

branches.png - 2018
Spasco

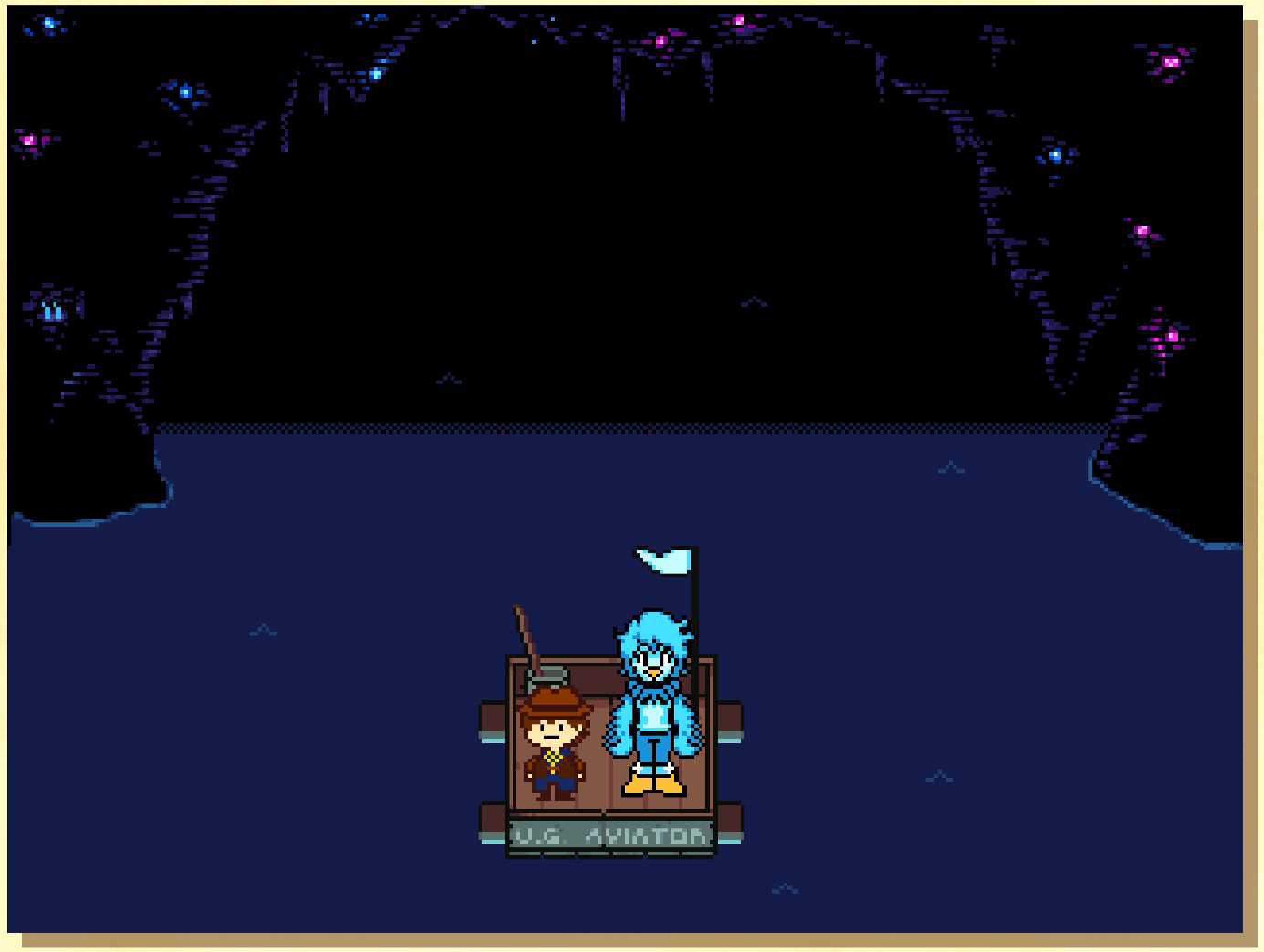
The branches in Snowdin had to be placed by hand, which turned out to be kind of frustrating.

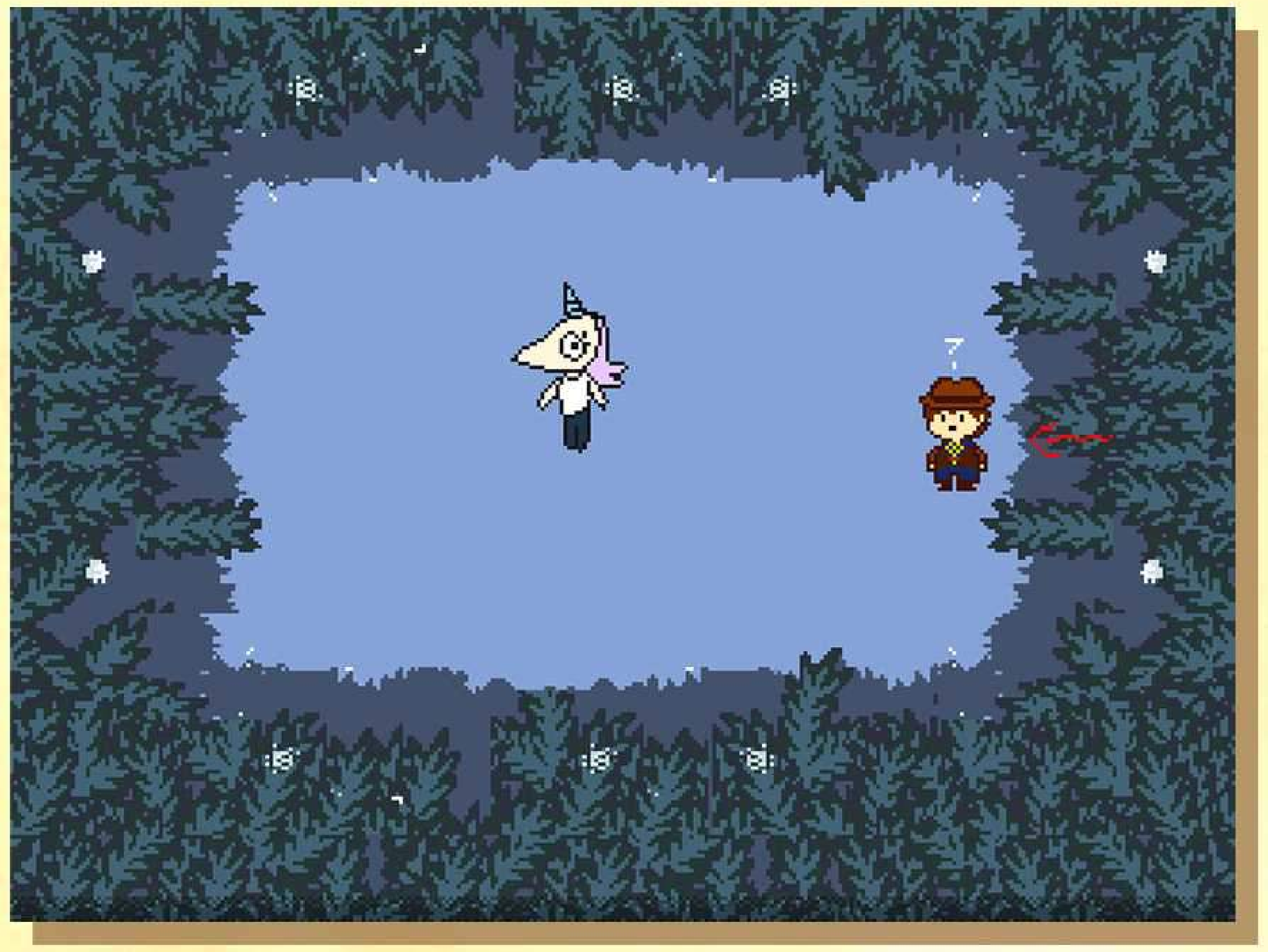
- Spasco



martlets_house - 2018
Gaziter

watrefall_entrance.png - 2018
GlitchedPie

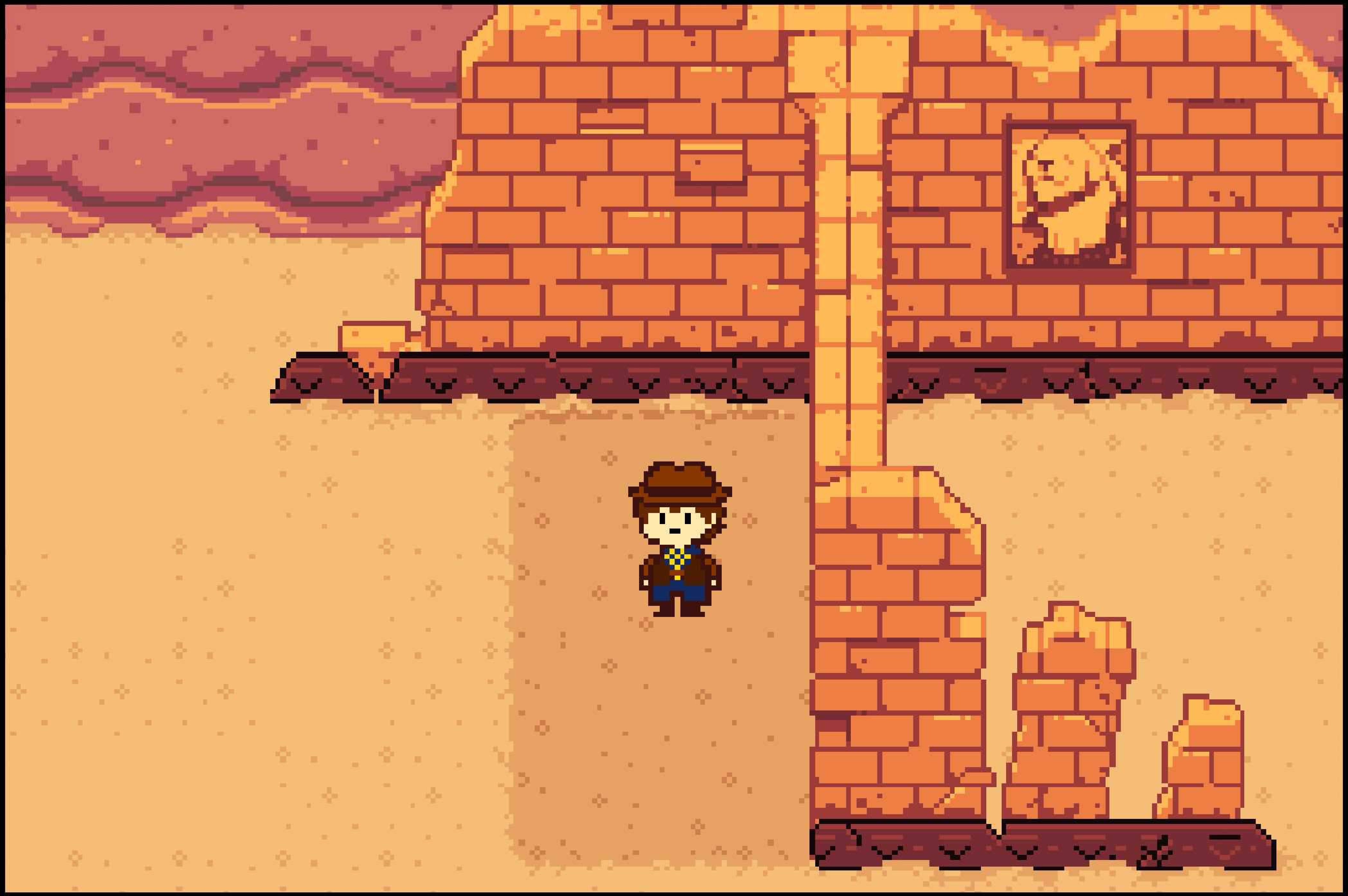




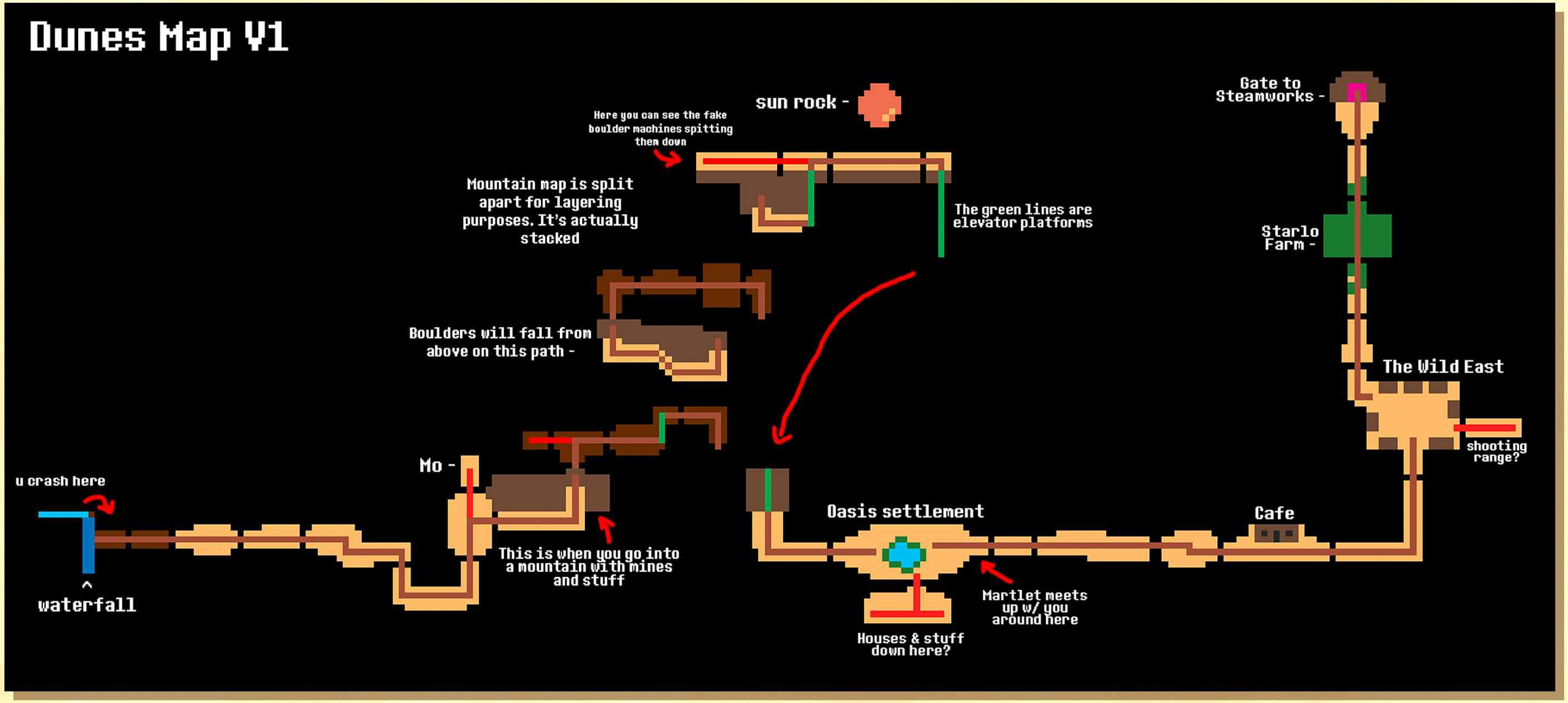
wanda_lost.png - 2023
AeroArtwork

This was meant for the transition between Snowdin and Waterfall. Everyone forgot it existed and thus it went unused..

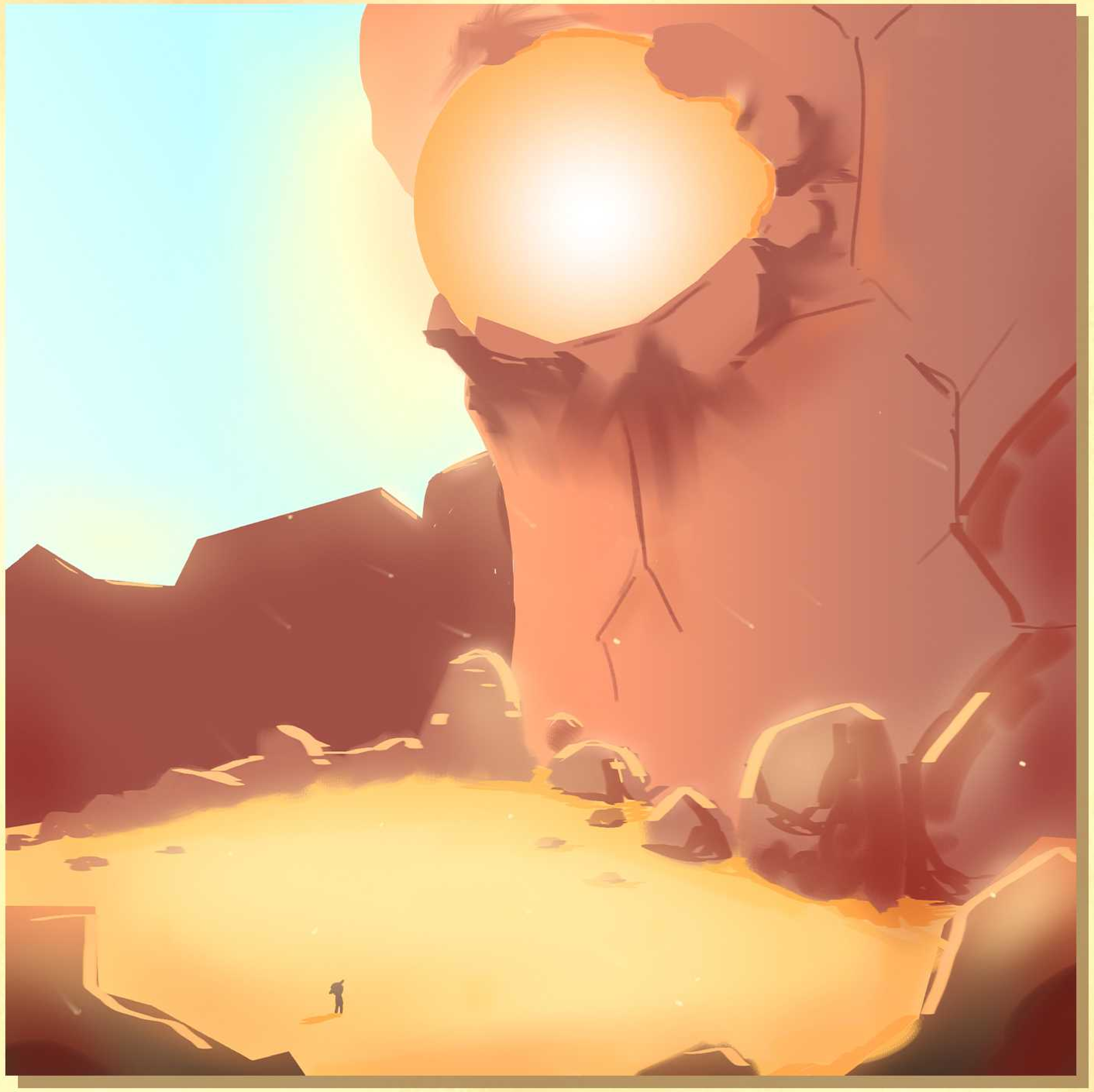
- Glitched



DUNES


Dunes Map V1
sun rock -
Here you can see the fake boulder machines spitting them down
Gate to Steamworks -
Mountain map is split apart for layering purposes. It's actually stacked
The green lines are elevator platforms
Starlo Farm -
Boulders will fall from above on this path -
The Wild East
shooting range?
Mo -
u crash here
Oasis settlement
Cafe
This is when you go into a mountain with mines and stuff
waterfall
Martlet meets up w/ you around here
Houses & stuff down here?

dunes_map_v1.png - 2018
MasterSwordRemix
The Dunes had a much clearer direction from the get go. Only one map was ever created, even if a few rooms were shuffled over the years.
- Sword



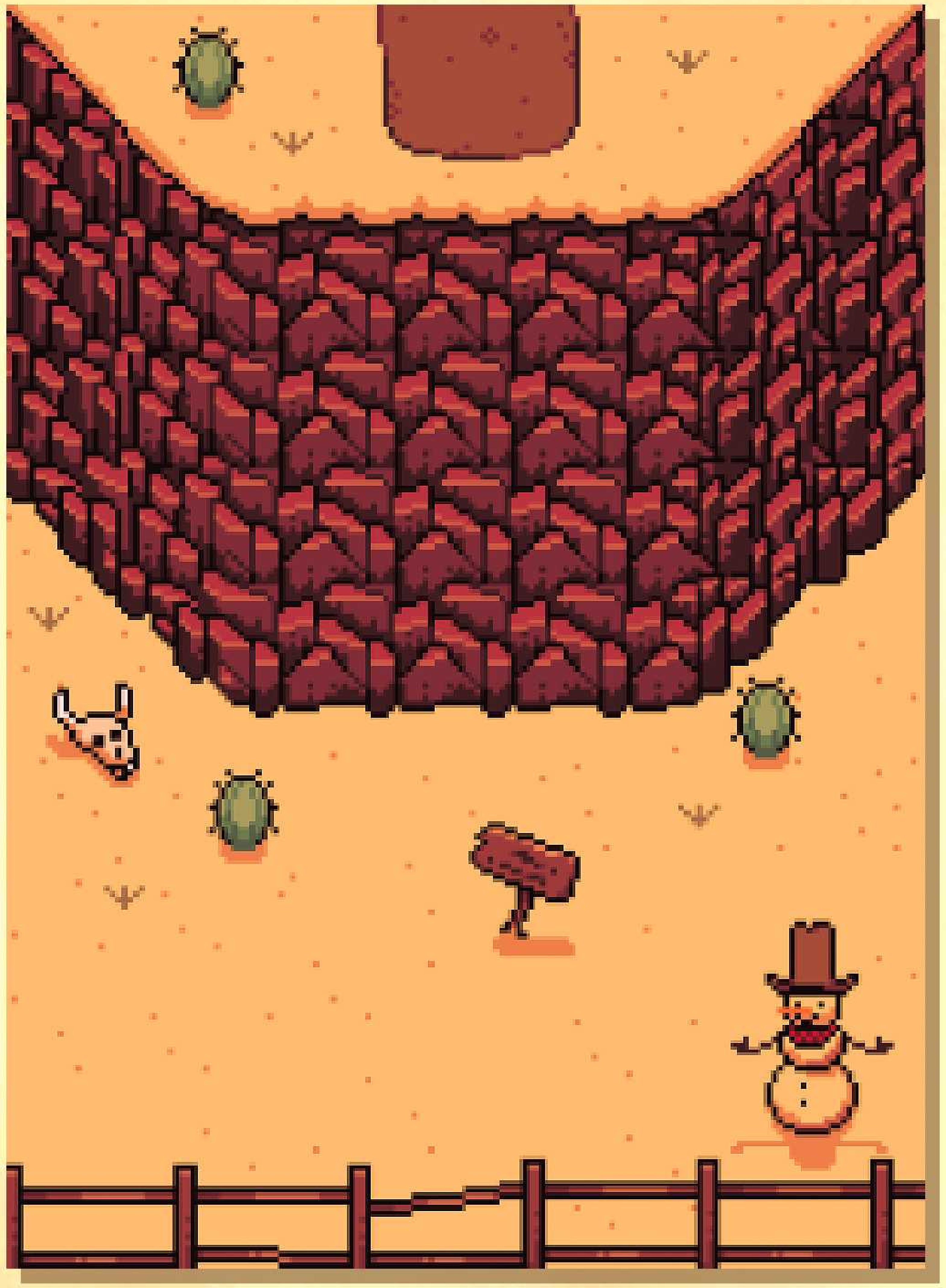
Rock_sun.png - 2017

Gaziter

The “sun problem” was interesting to figure out. We wanted a desert, but the Underground is... underground.

We thought maybe there could be sunlight peaking through the ceiling, but the “artificial sun” idea worked much better. Added fun lore too.

- Sword



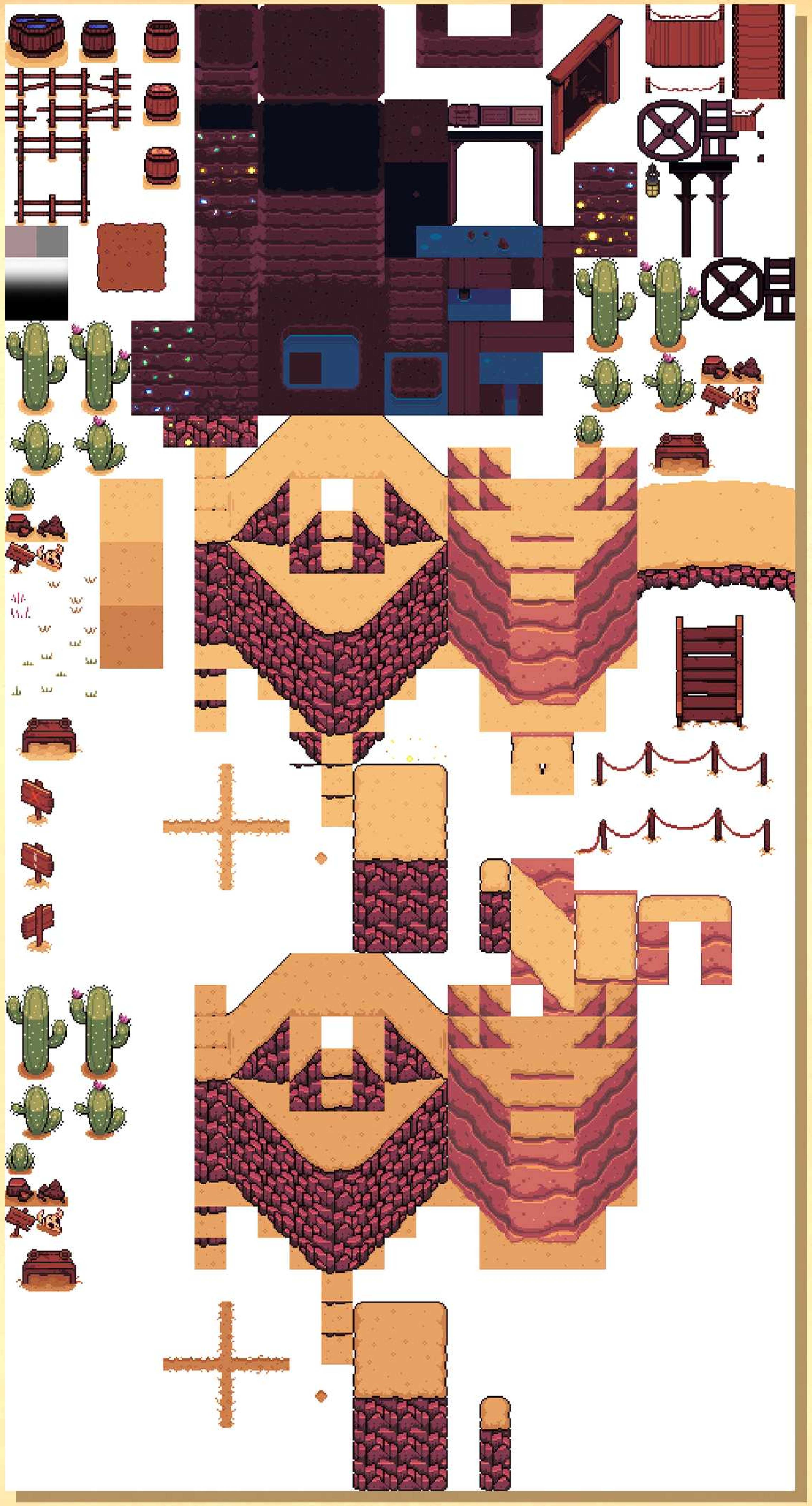
dunes_mockup.png - 2018

GlitchedPie

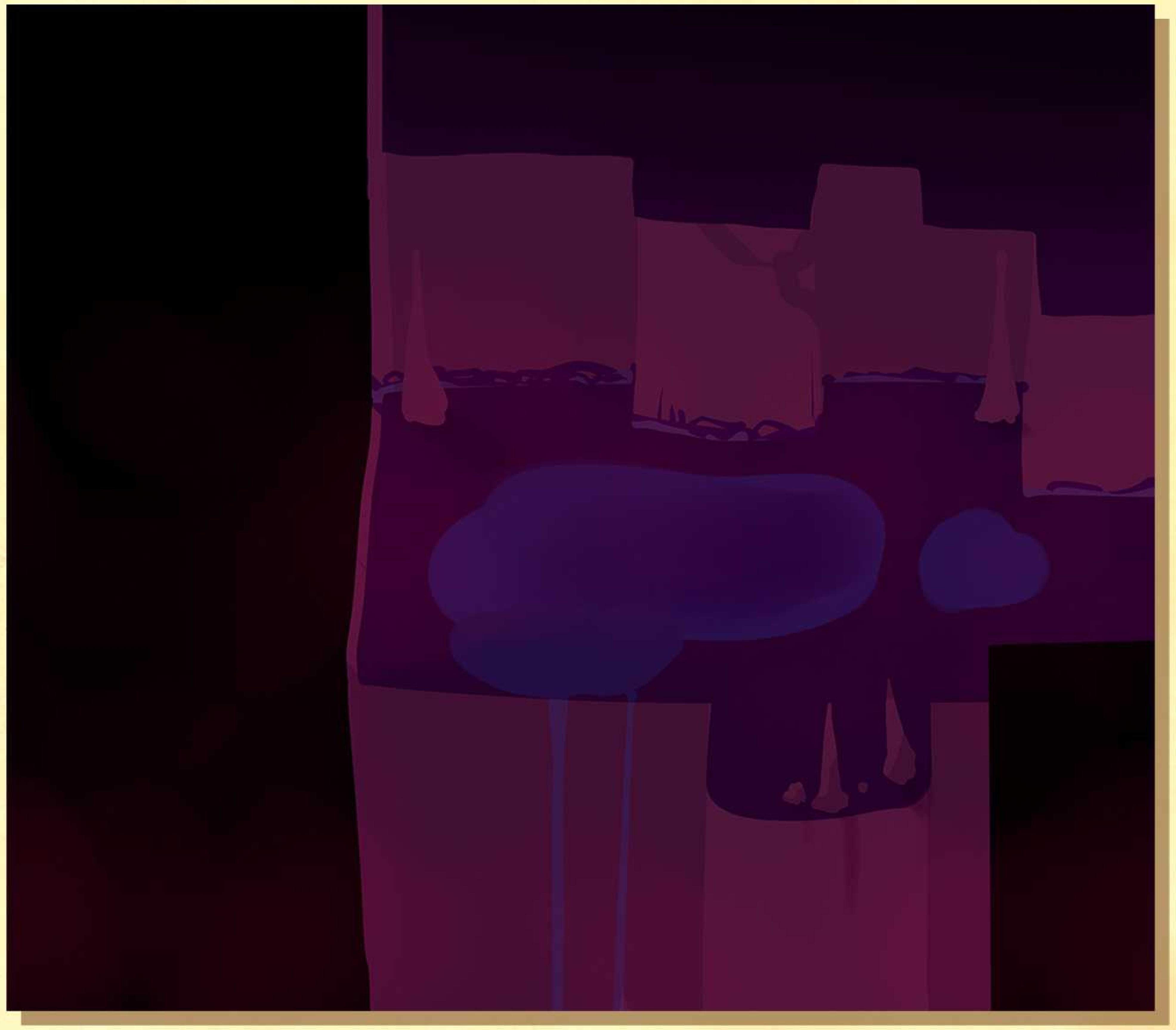
The first sprite mockup of the Dunes and what would become its tileset.
I don't like it.

Thank you Vegard for making it look better.

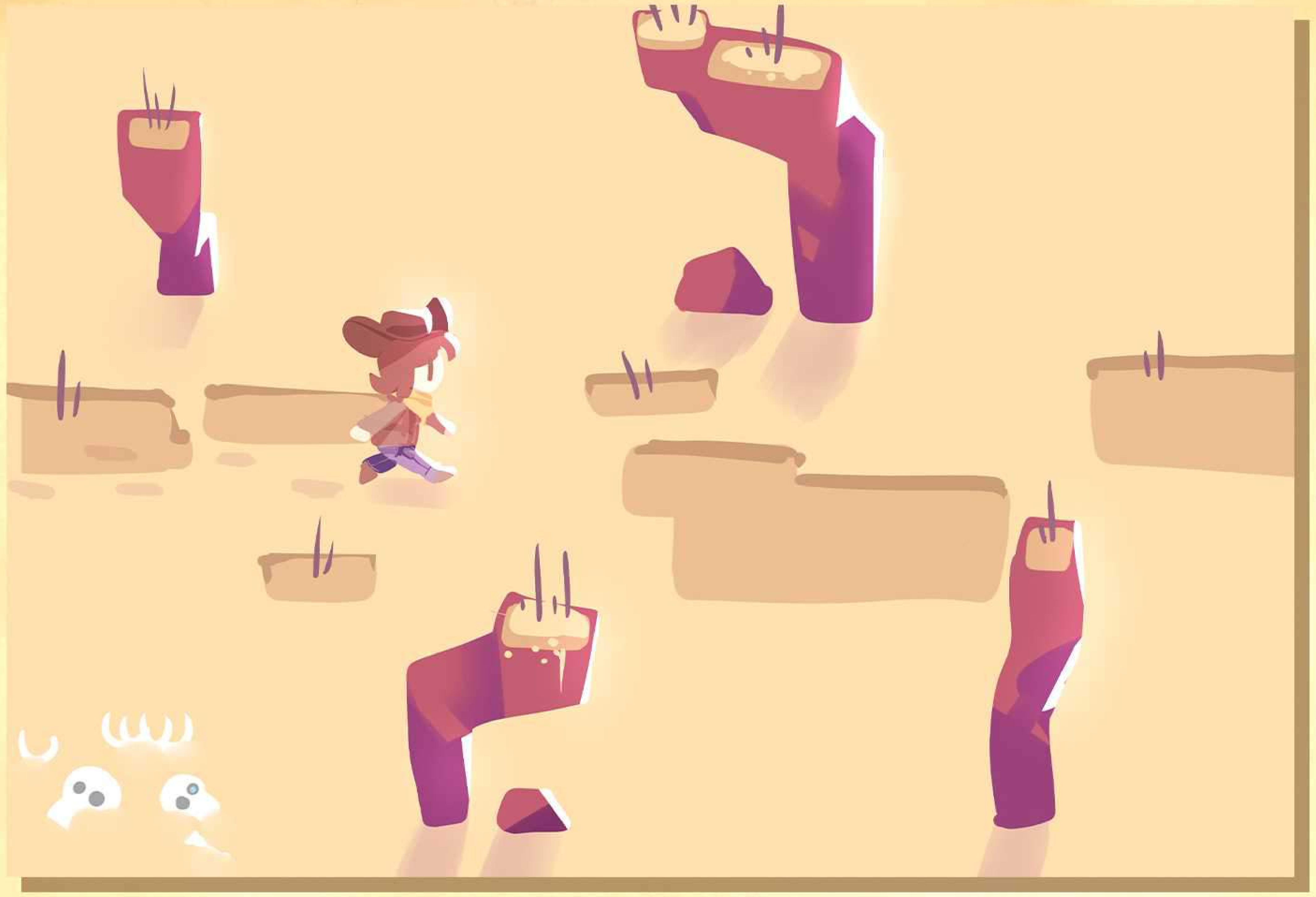
- Glitched



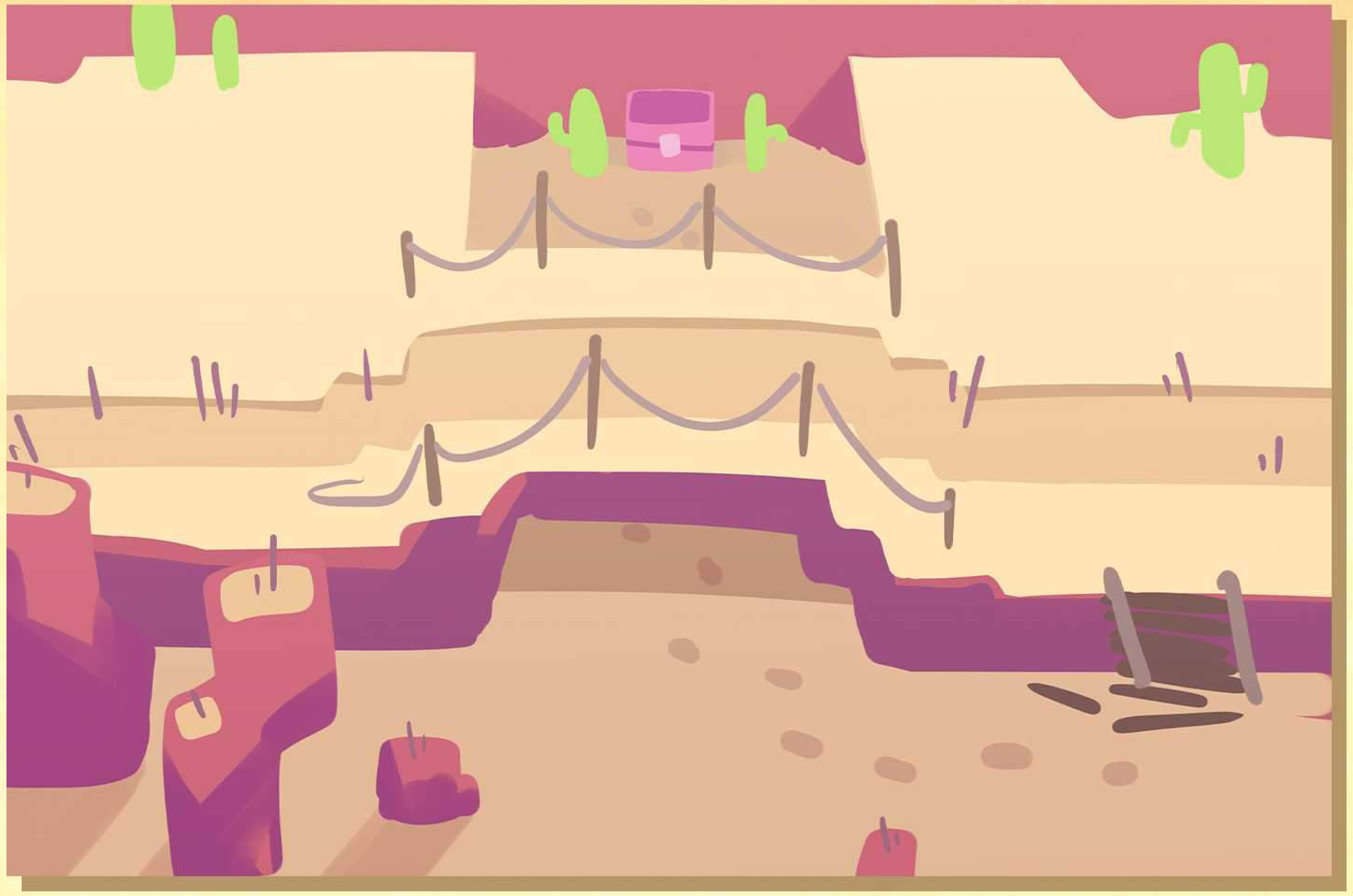
dunes_tileset.png - 2018, ‘19, ’23
GlitchedPie, Vegard Jensen,
AeroArtwork



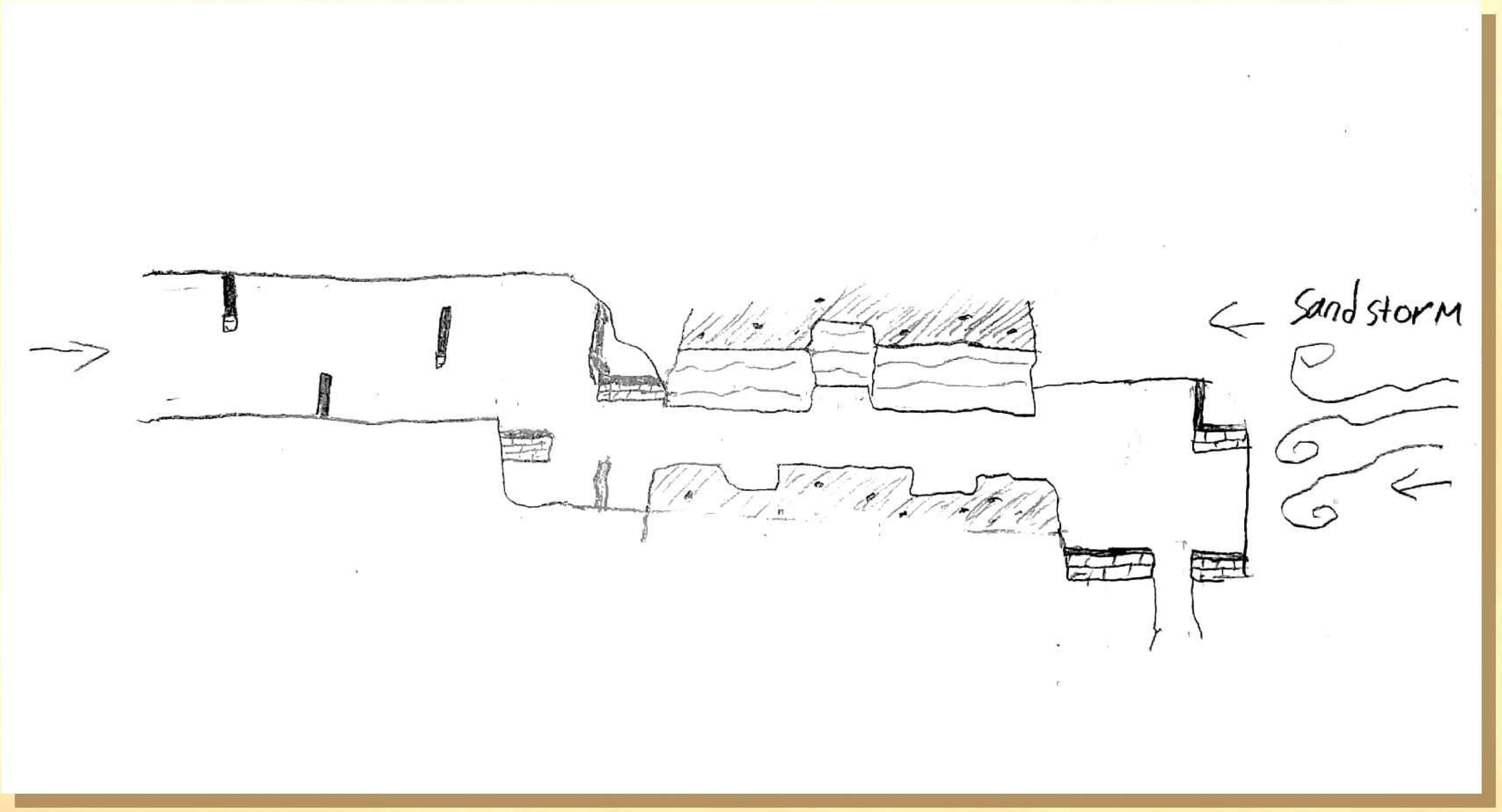
cavey.png - 2019
Figburn



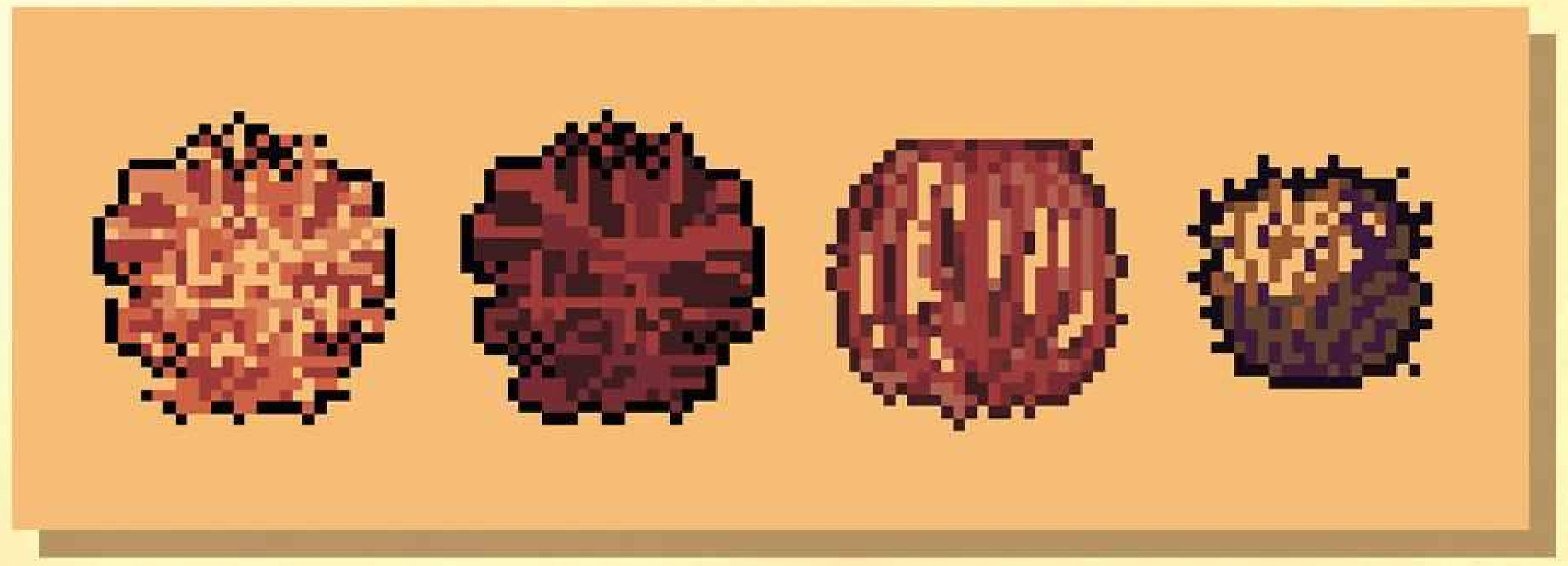
dunes_2.png - 2018
Figburn



box.png - 2018
Figburn



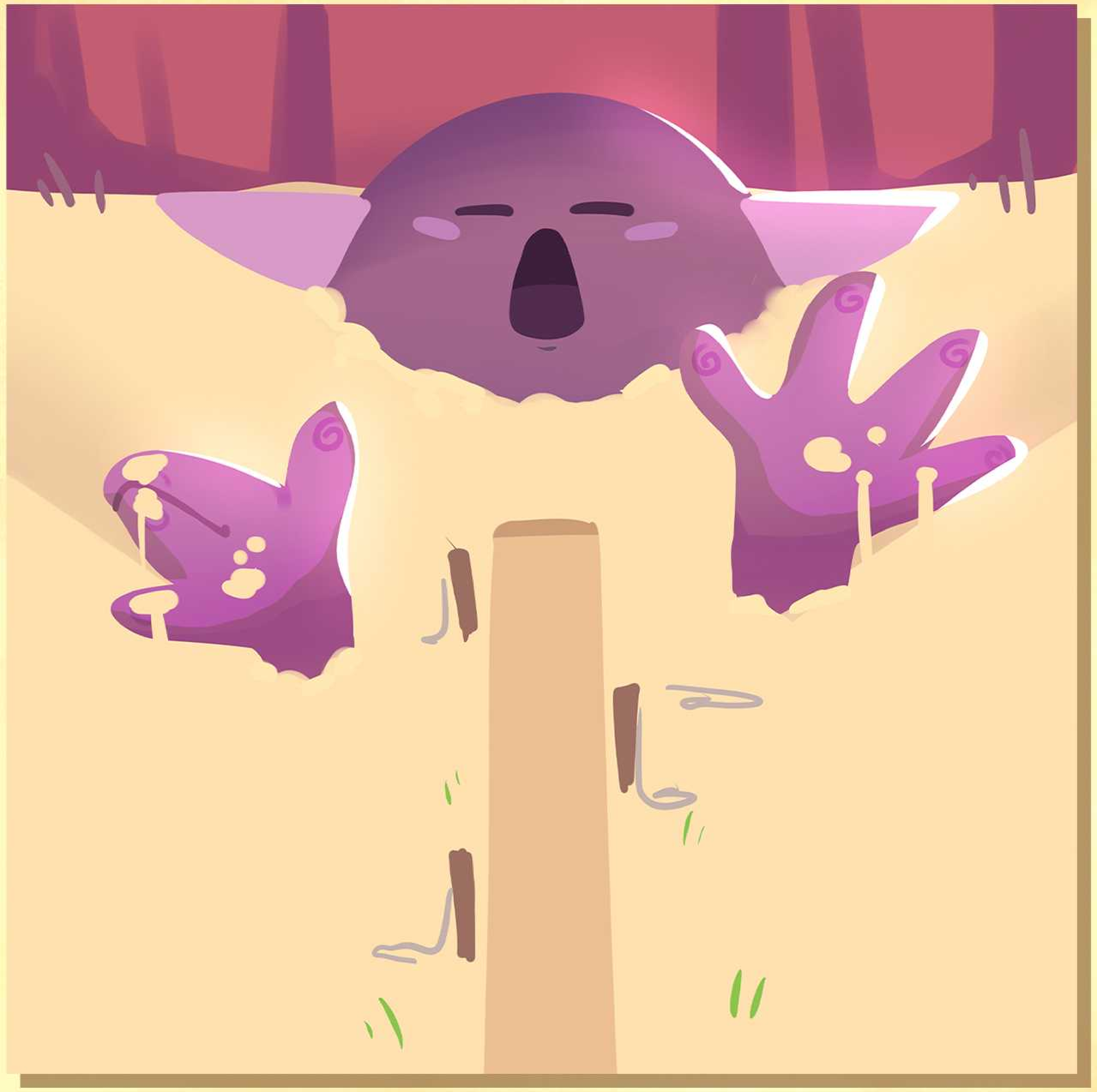
sandstorm.png - 2018
MasterSwordRemix



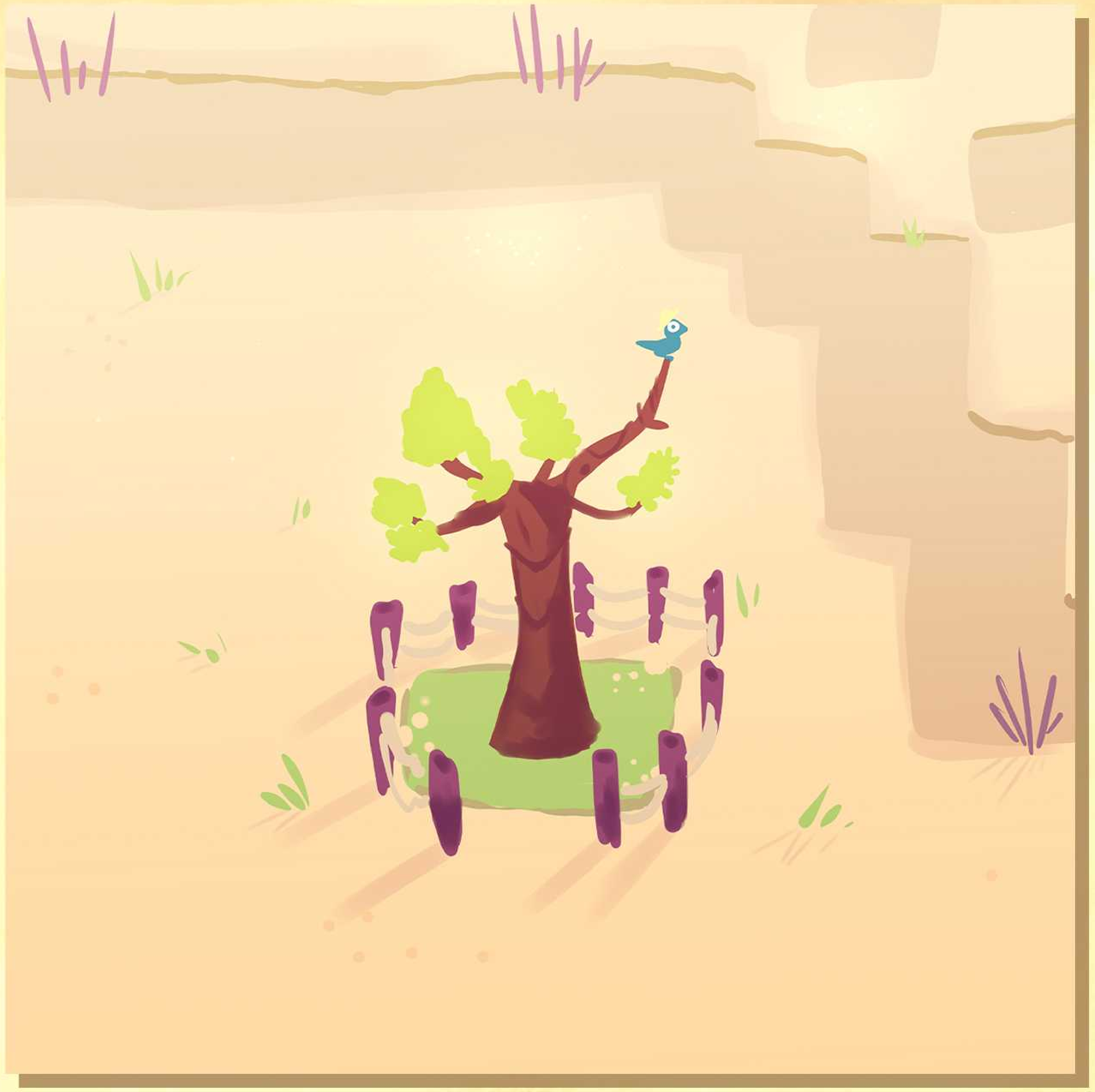
cursed_weeds - 2019
Deadkat, Figburn, Glitchedpie

It took 7 months to get these right.....

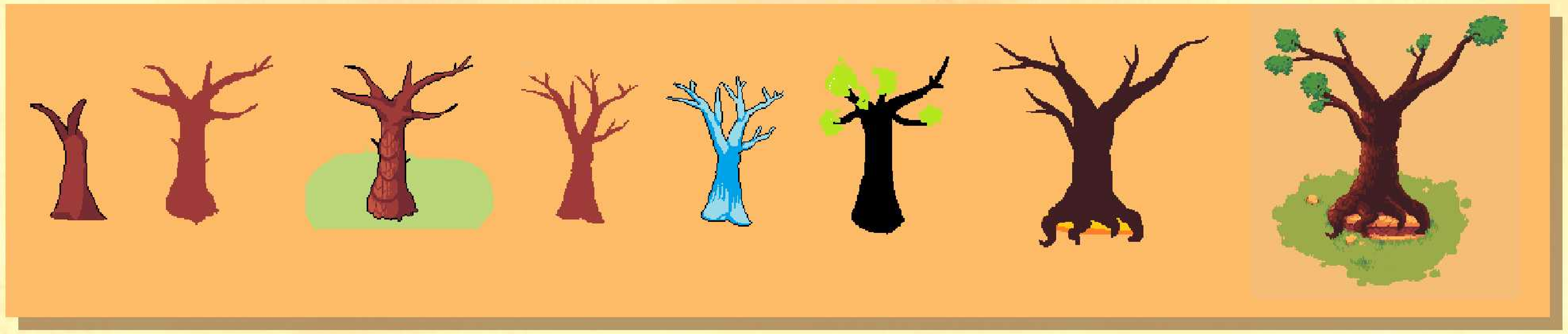
- Sword



big_boy.png - 2018
Figburn



tree.png - 2018
Figburn

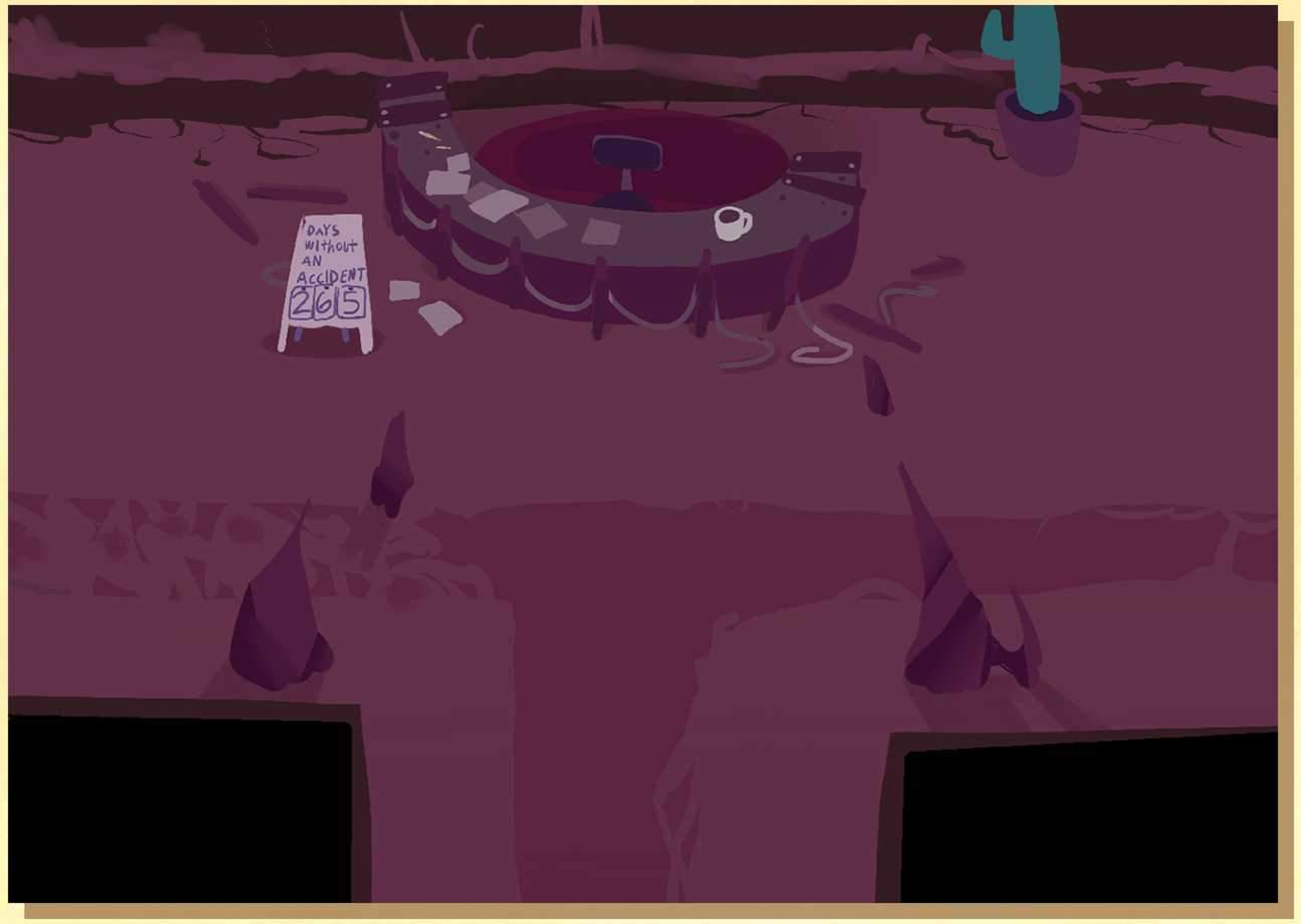


trees_of_time.png - 2019
GlitchedPie

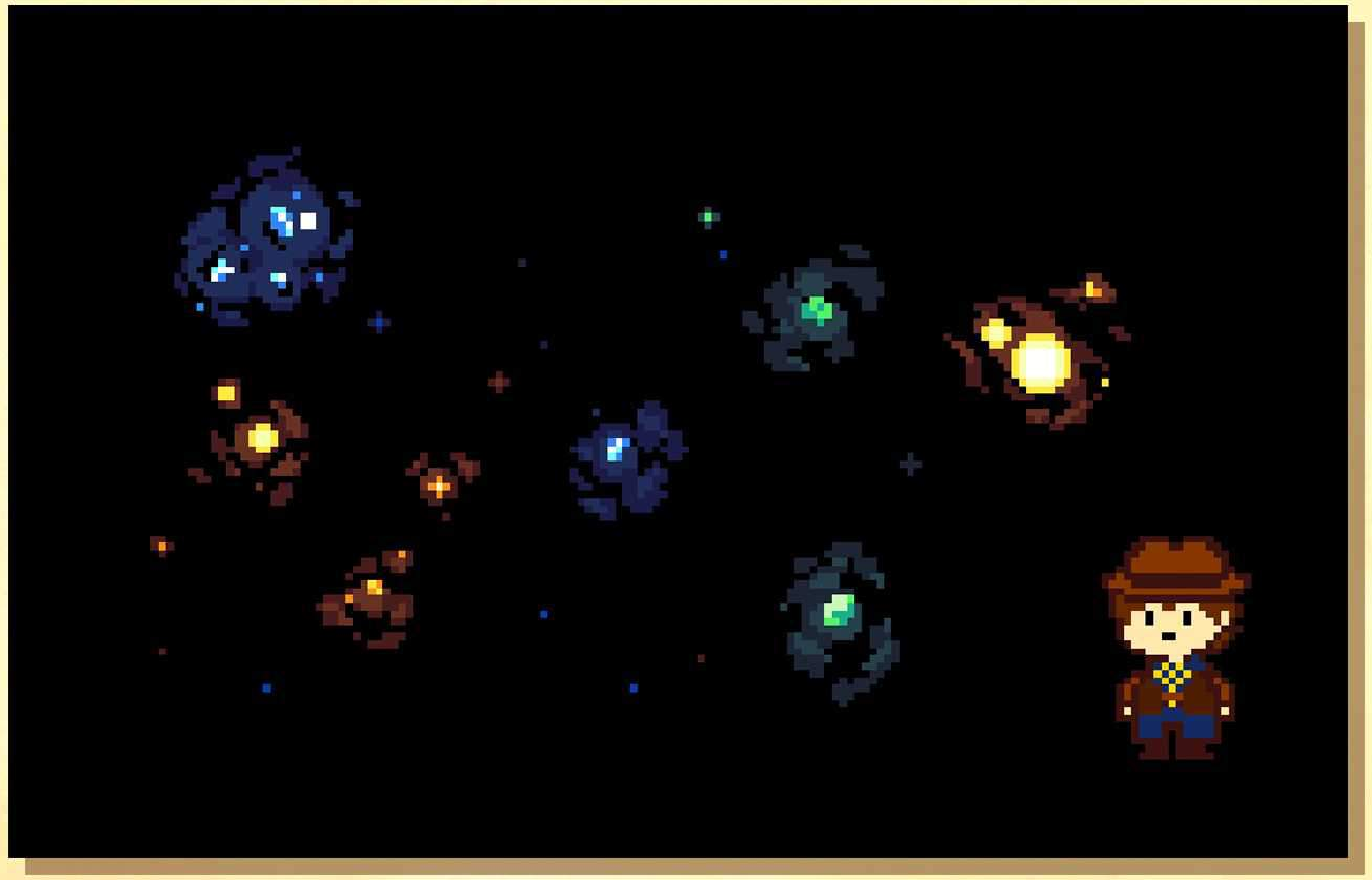
In early 2019, the team hopped in a group DM without my knowledge and created the first 1/4 of the Dunes in just a week. Up until this tree.

When they showed me, I was confused and wished I was there, but then they explained that it was a thank you to me as the director and their friend. That meant a lot.

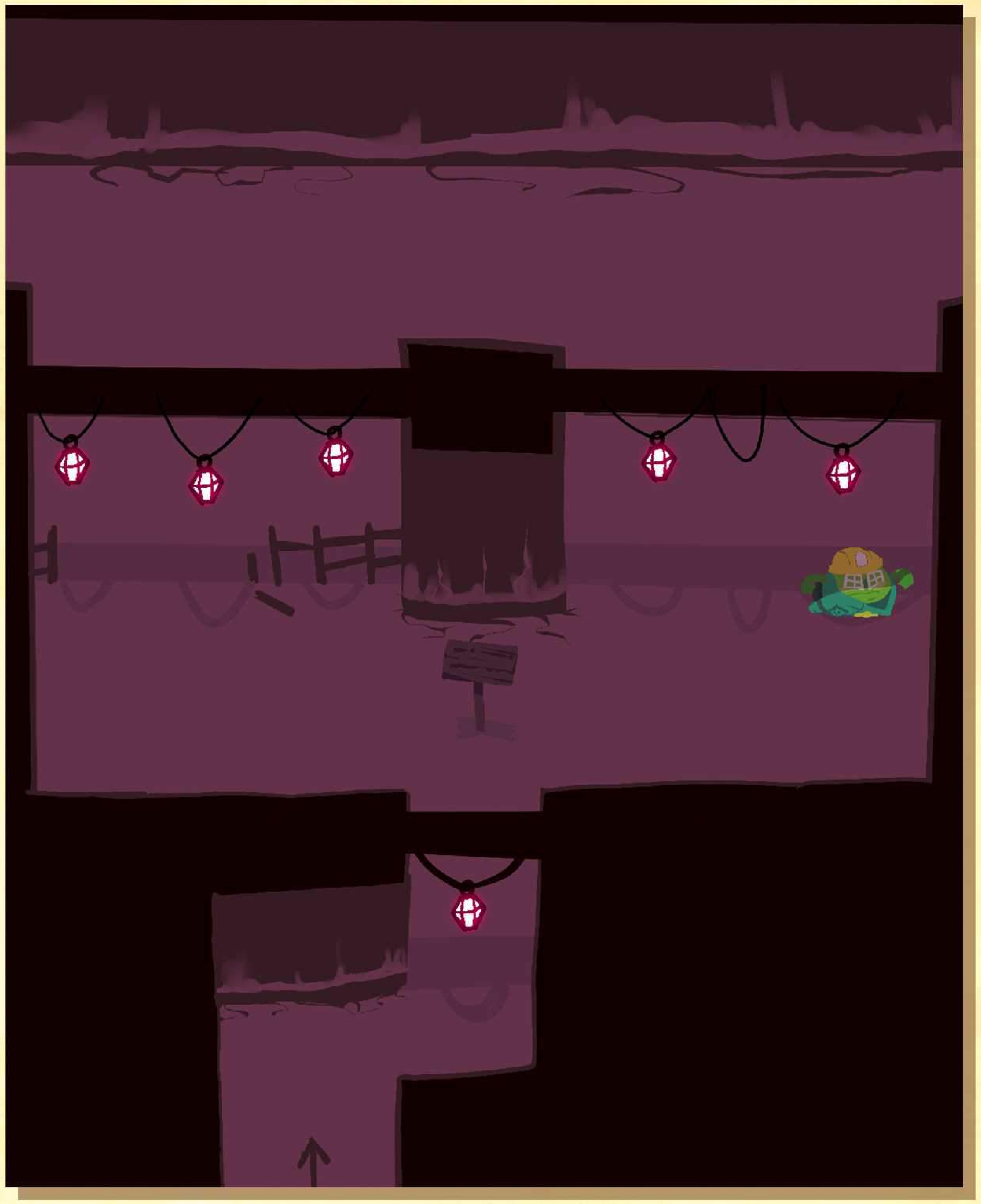
- Sword


DAYS without AN ACCIDENT 265

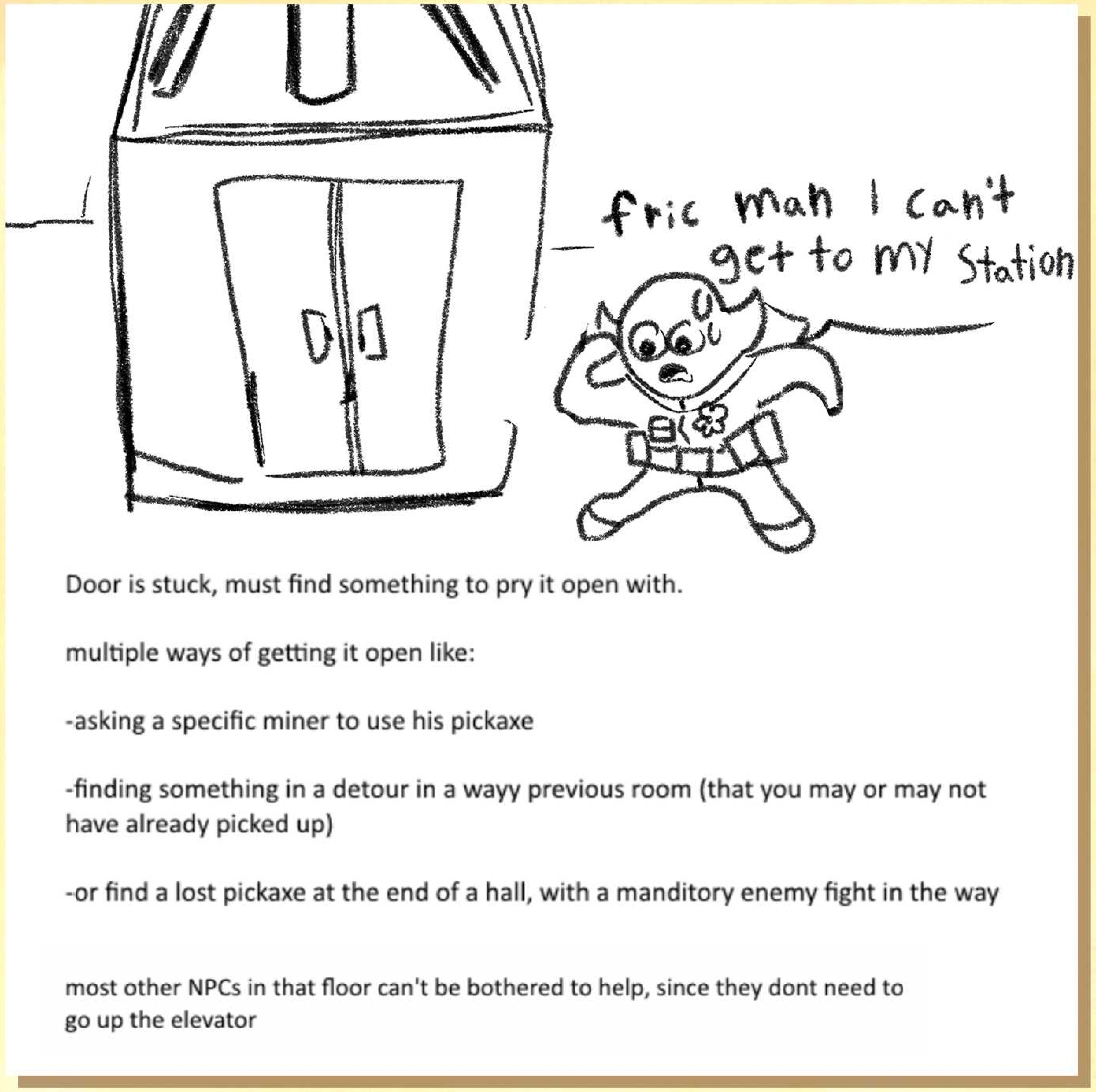
original_main_room.png - 2019
Figburn



gemstones.png - 2019
GlitchedPie



caves_room_1.png - 2019
Figburn


fric man I can't
get to my Station

Door is stuck, must find something to pry it open with.

multiple ways of getting it open like:

-asking a specific miner to use his pickaxe

-finding something in a detour in a wayy previous room (that you may or may not have already picked up)

-or find a lost pickaxe at the end of a hall, with a manditory enemy fight in the way

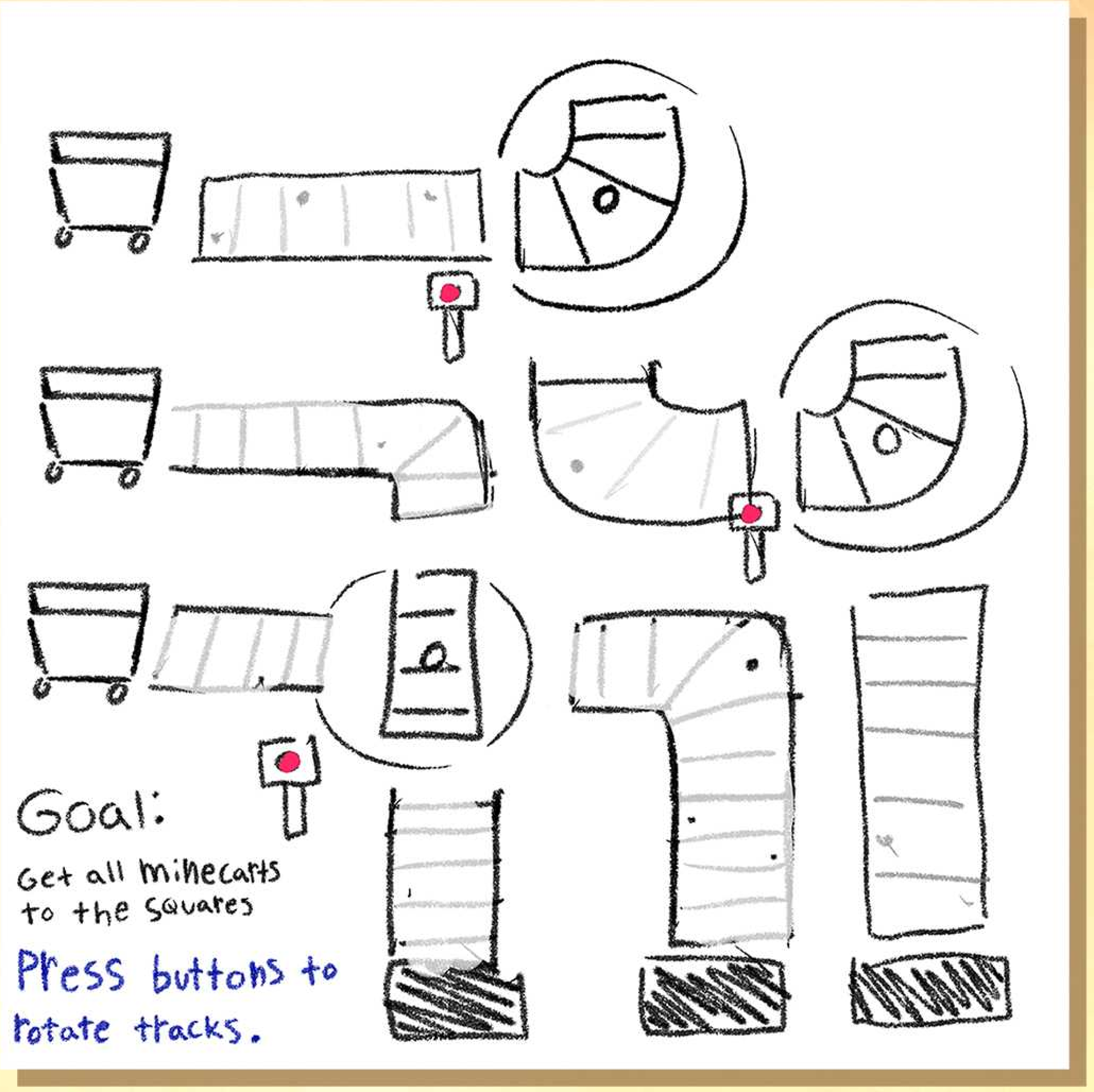
most other NPCs in that floor can't be bothered to help, since they dont need to go up the elevator

elevator_puzzle.png - 2019
Figburn

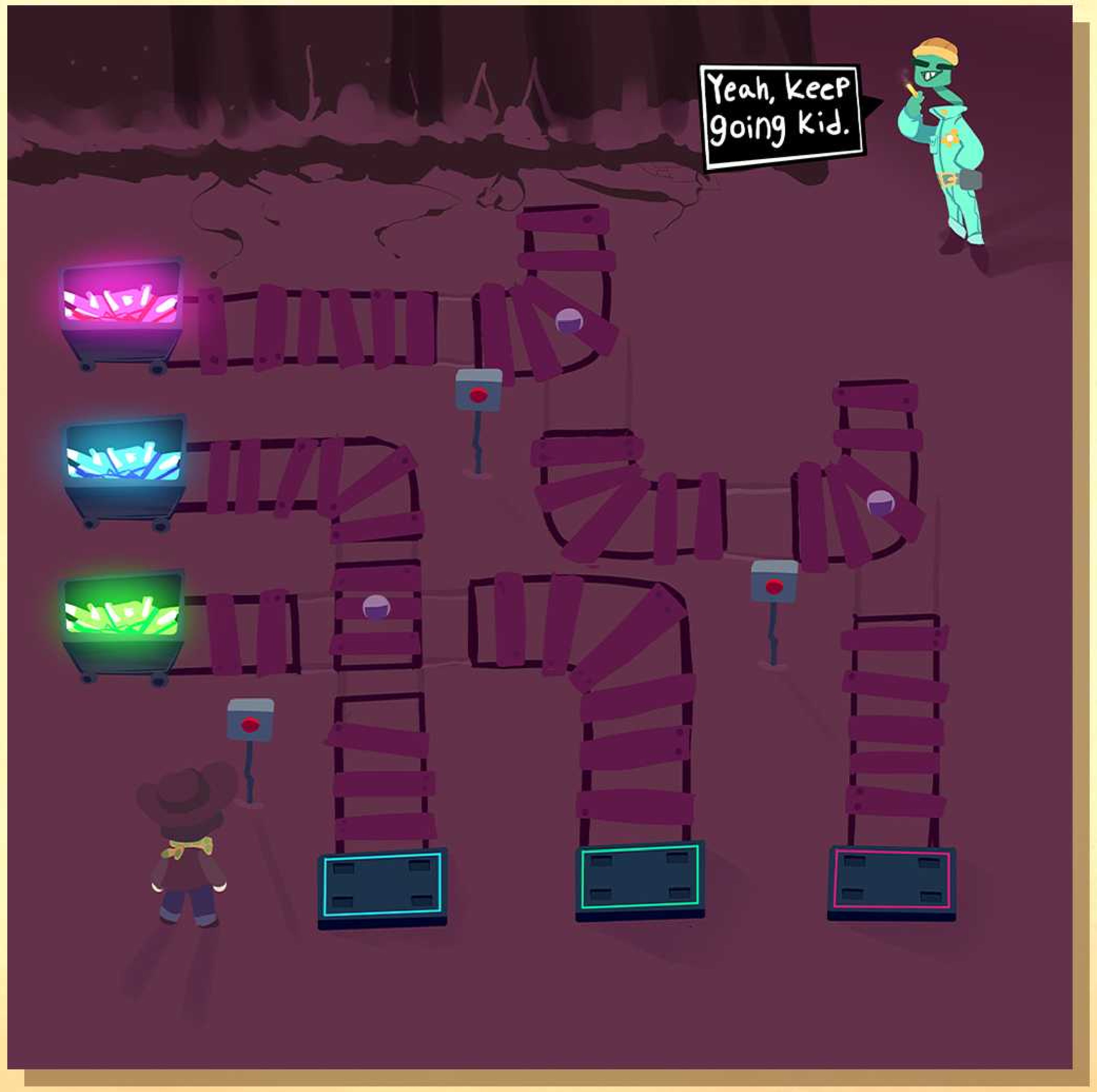
I don't remember how it came about, but one night I was brainstorming for two potential Mines puzzles.

For the elevator, I wanted something that had you interacting with the world outside the puzzle bounds itself, with multiple ways of solving it.

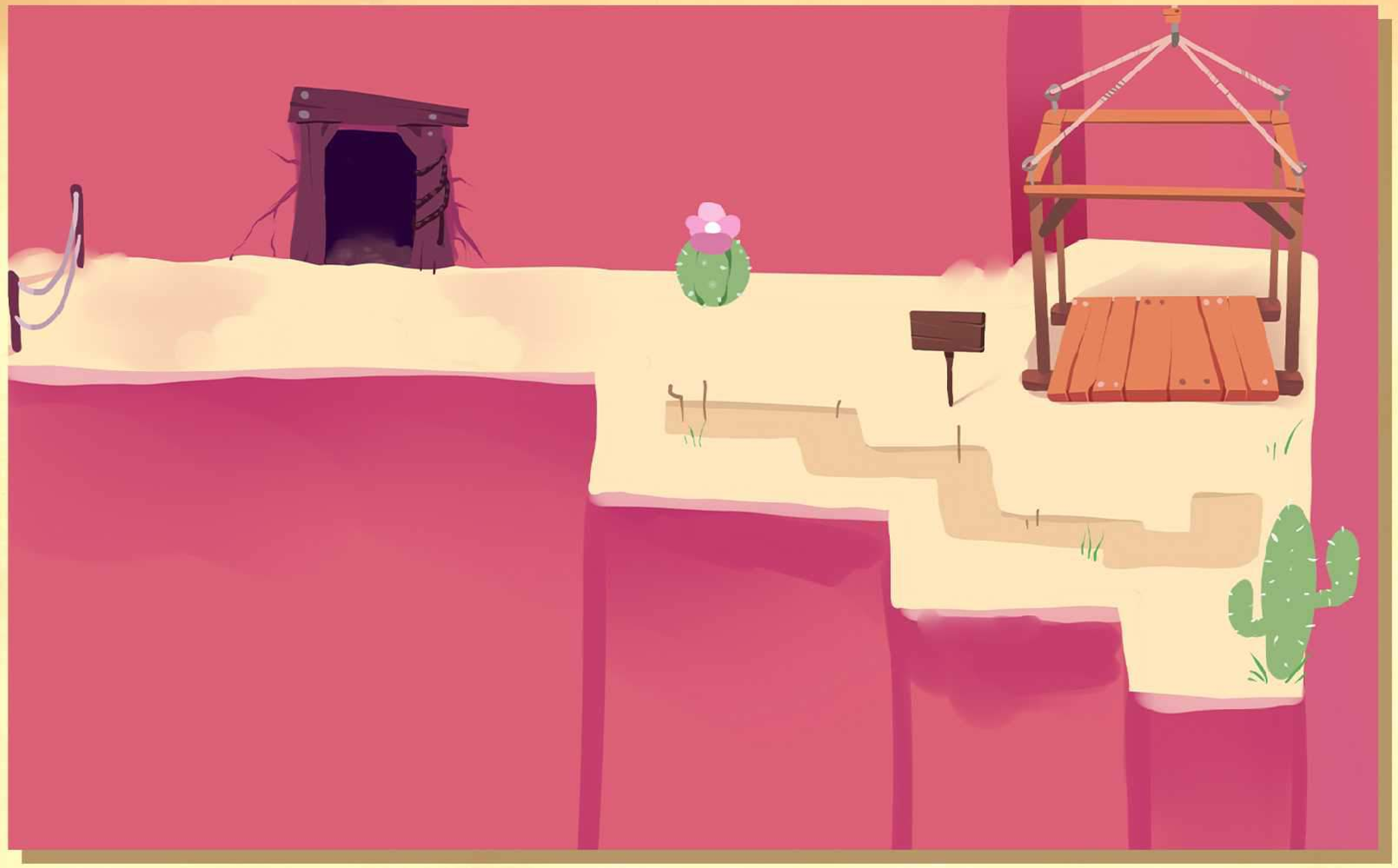
- Fig


Goal:
Get all minecarts to the Squares
Press buttons to rotate tracks.

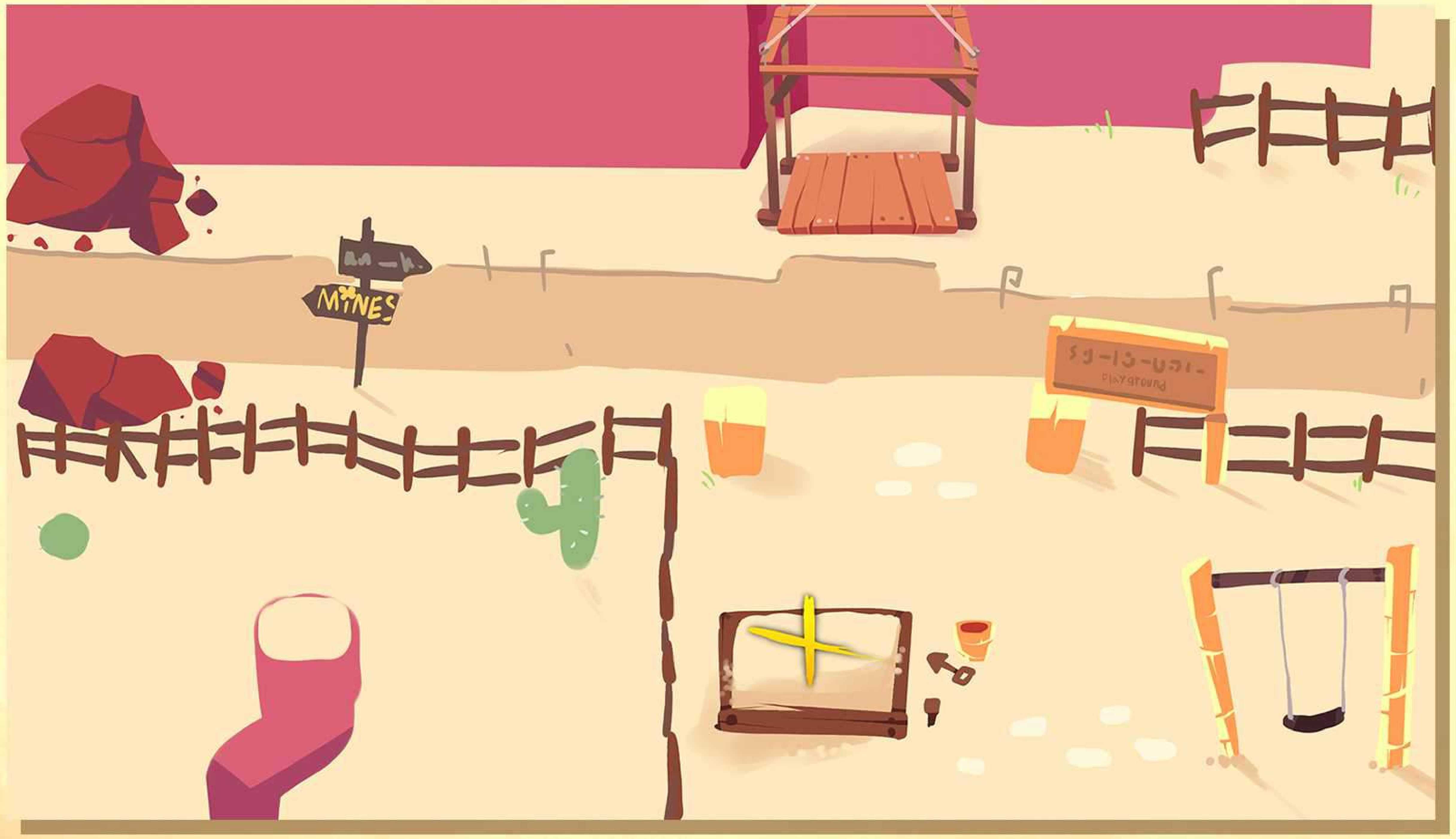
rail_puzzle.png - 2019
Figburn


Yeah, keep going kid.

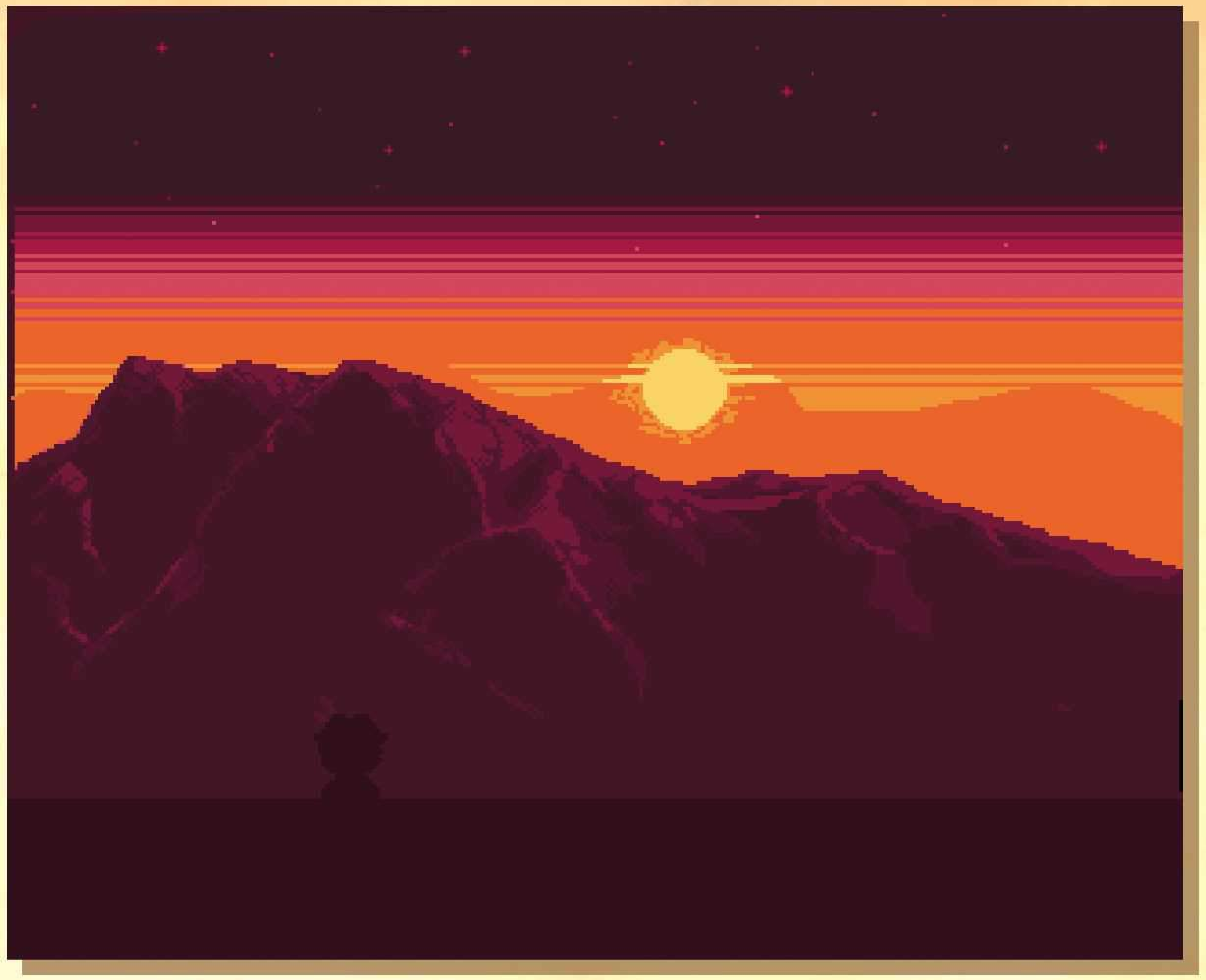
minecart_puzzle.png - 2019
Figburn



exit_cave.png - 2019
Figburn



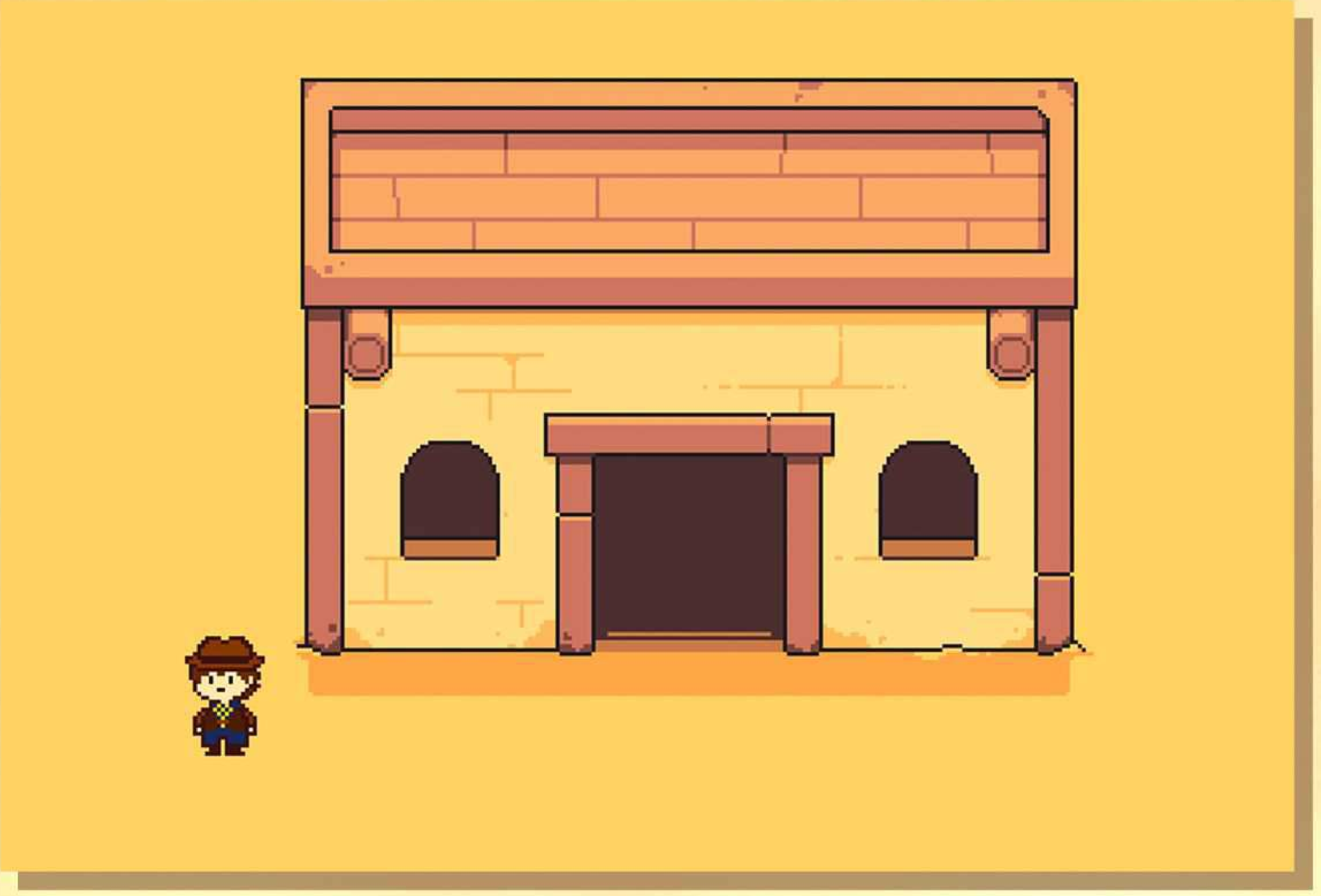
room 28.png - 2019
Figburn



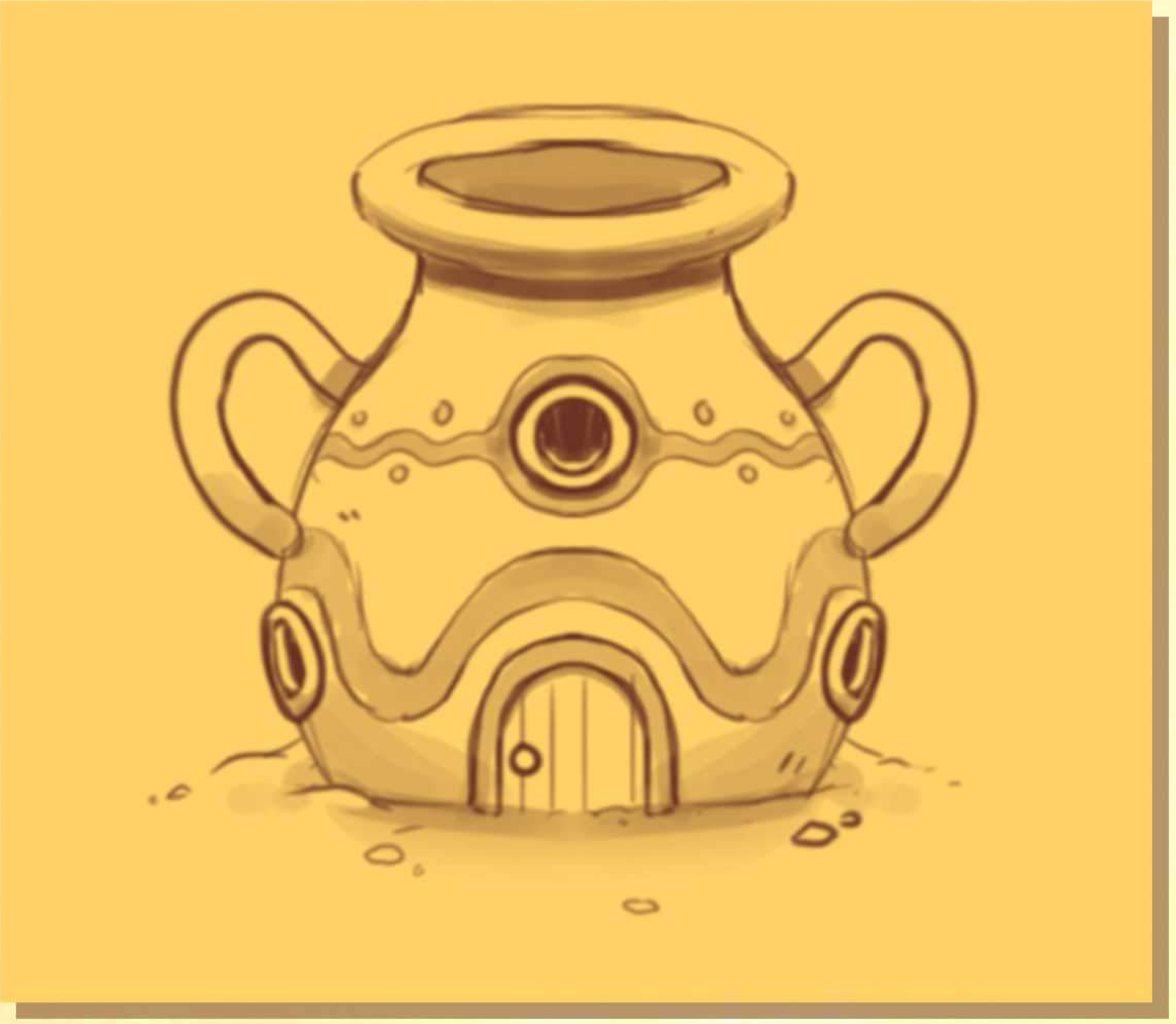
mountain!.png - 2019
GlitchedPie

Simon Andersen (creator of Owlboy and a fantastic pixel artist) was a big influence on me throughout development.
The mountains in this scene were inspired by some that he had drawn around this time that I was enamoured with.

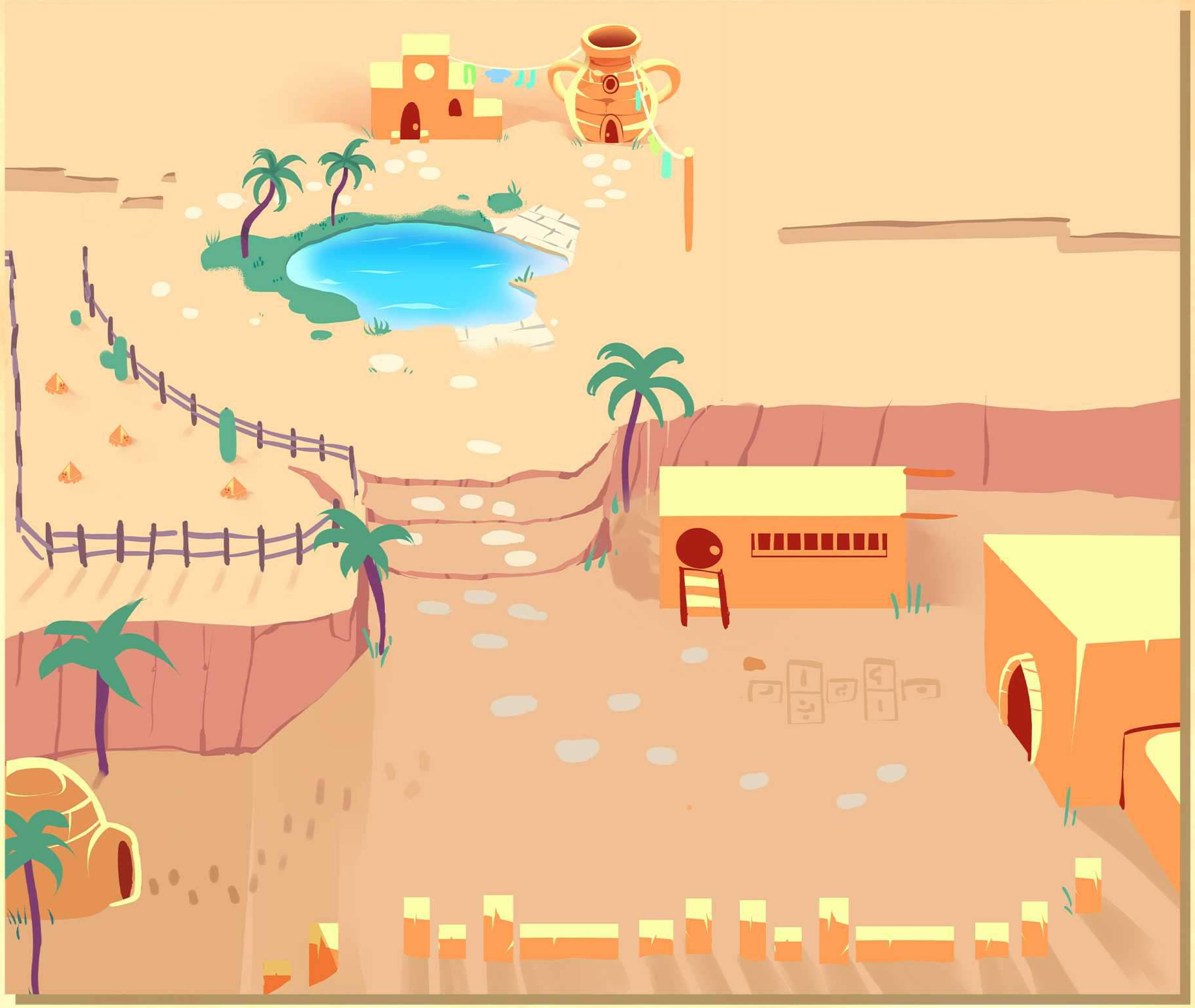
- Glitched



desert_house.png - 2018
Gaziter



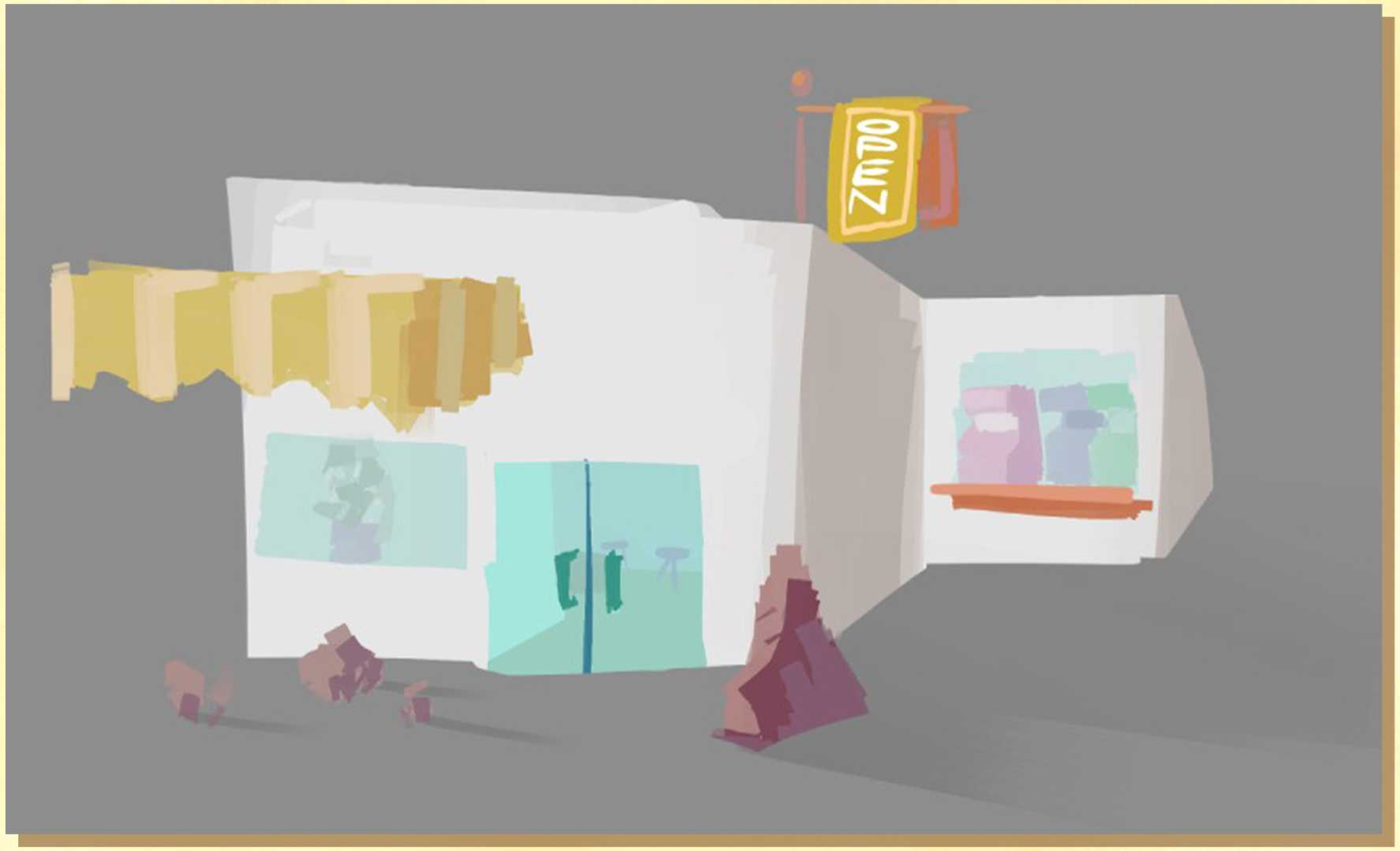
pothouse.png - 2018
Gaziter



full oasis.png - 2019
Figburn

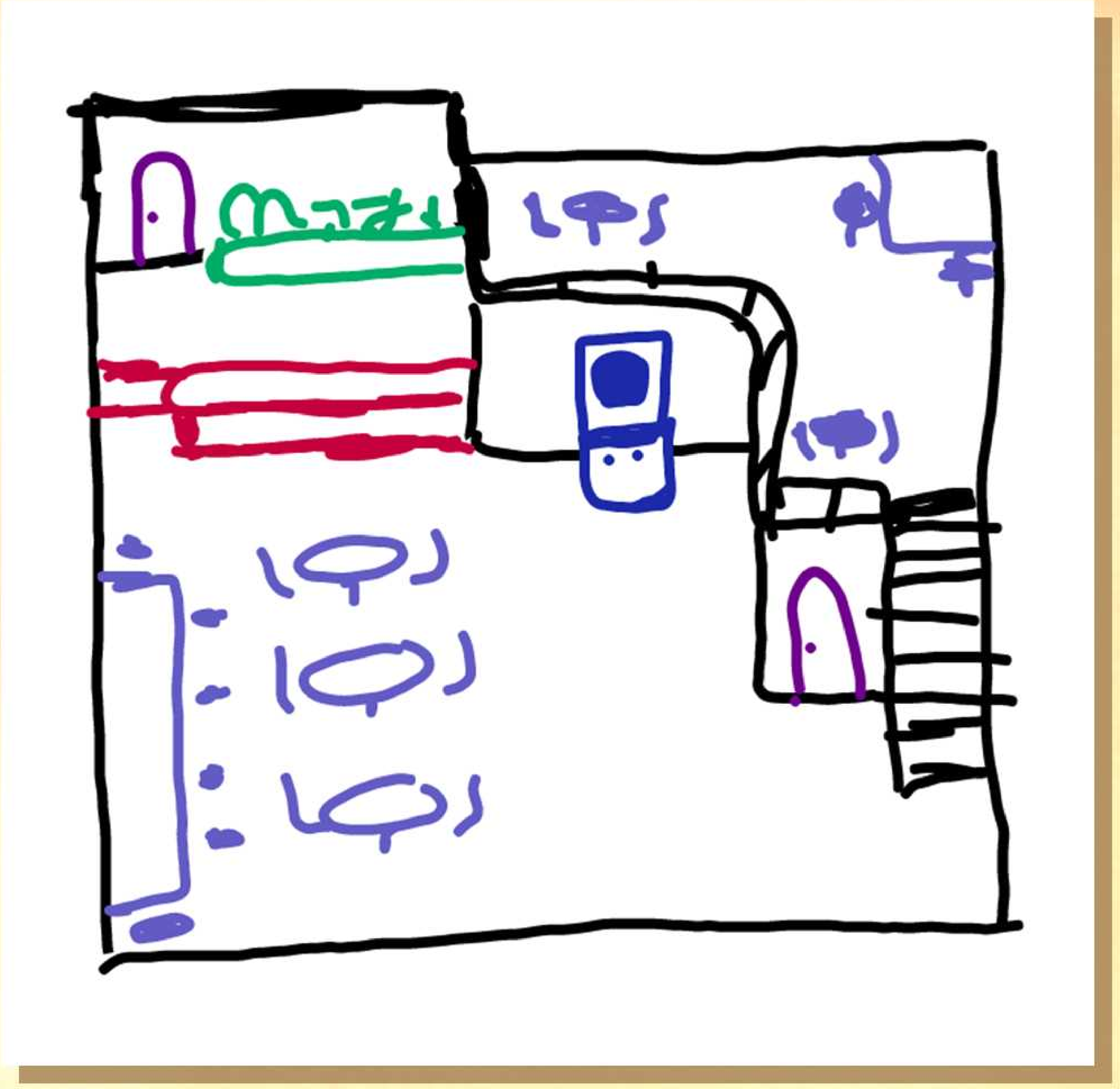
Somehow the original idea was to be able to skip the whole oasis by running to the right??
Fun to see the minor differences and major similarities from drawing to final game.

- Fig

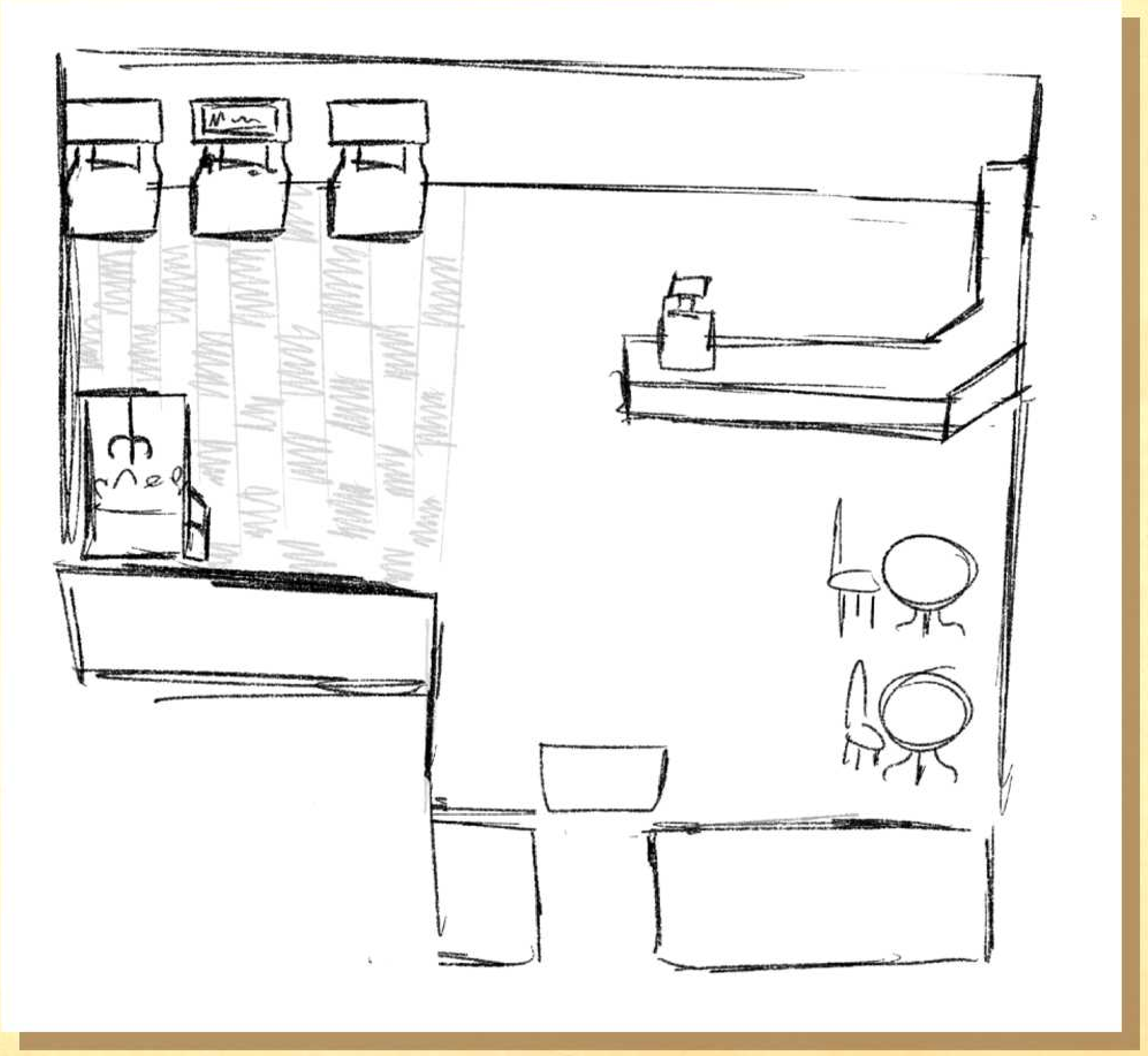


cafeee.png - 2019
Figburn

Aside from ‘Nothing but the Truth’, an alternate take on a café theme was used to pitch UTY in 2016, making it one of the oldest ideas for the game.
- Sword



cafe.png - 2016
MasterSwordRemix



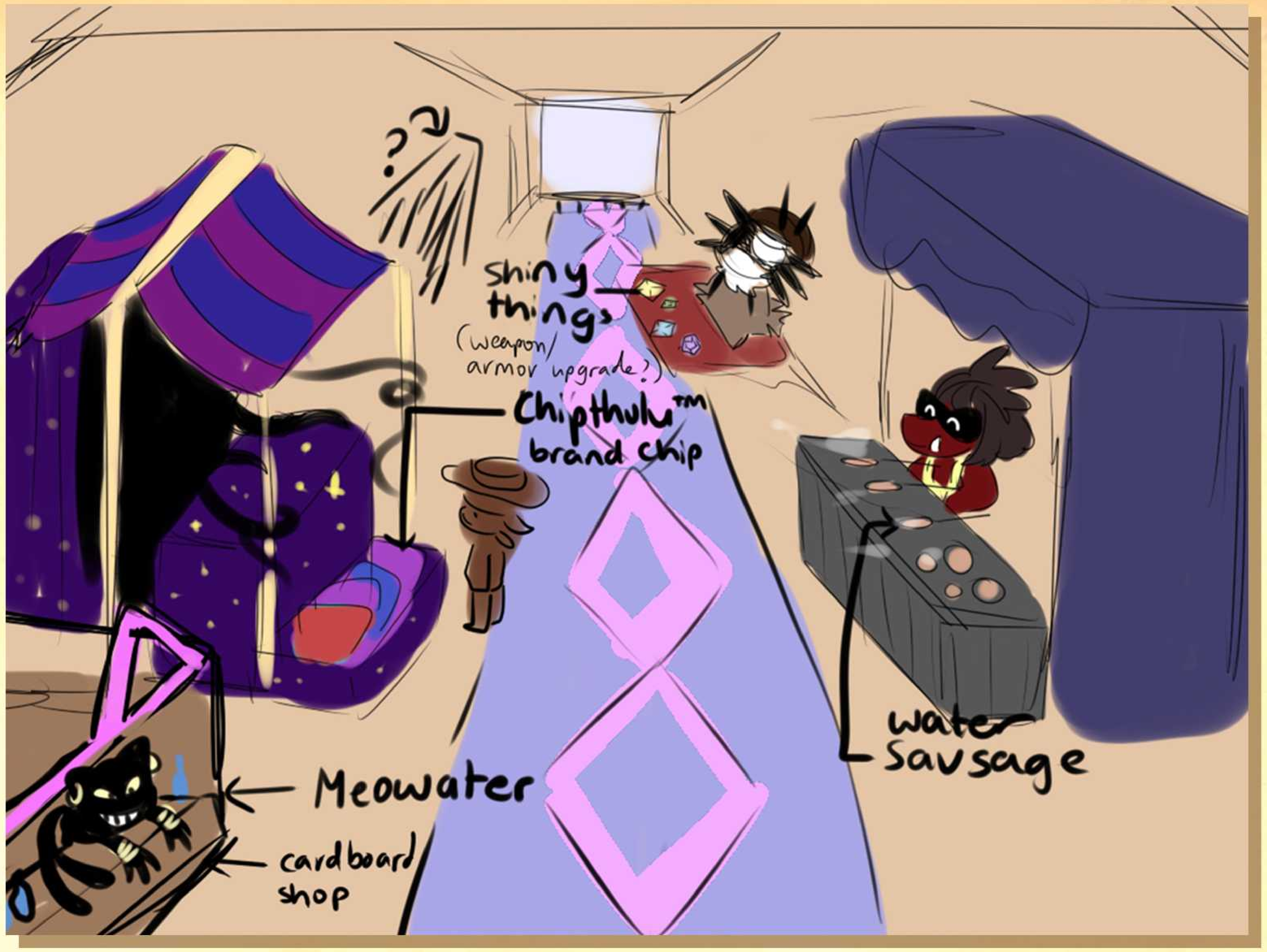
cafe_interior.png - 2019
Figburn

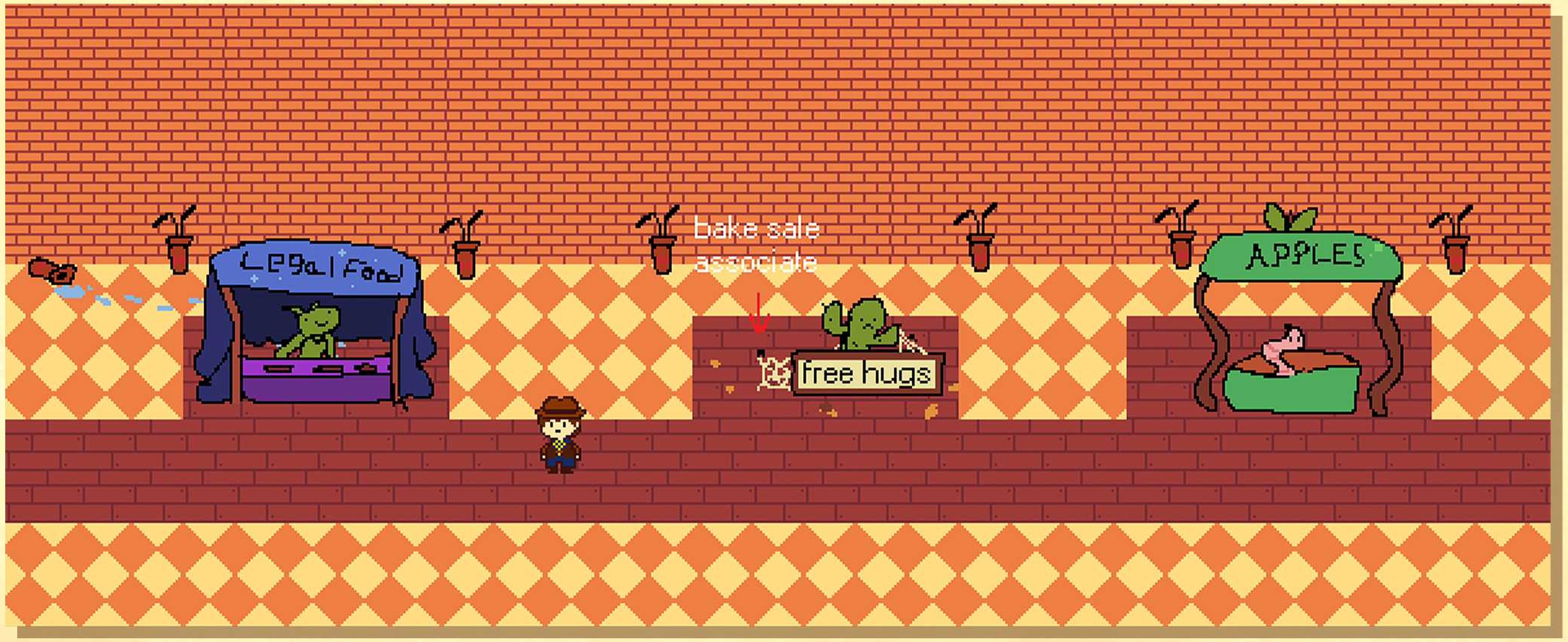
oasisshops.png - 2019

TeleviQ

The hall at the end of Oasis Valley was going to host vendors at one point, but by the time we got there, I felt there were enough NPCs. Didn’t want to cram too much content into the town, seeing that the Wild East was right around the corner.

- Sword


?
shiny things
(weapon/ armor upgrade?)
Chipthulu™ brand chip
water sausage
Meowater
cardboard shop


Legal Food
bake sale associate
free hugs
APPLES

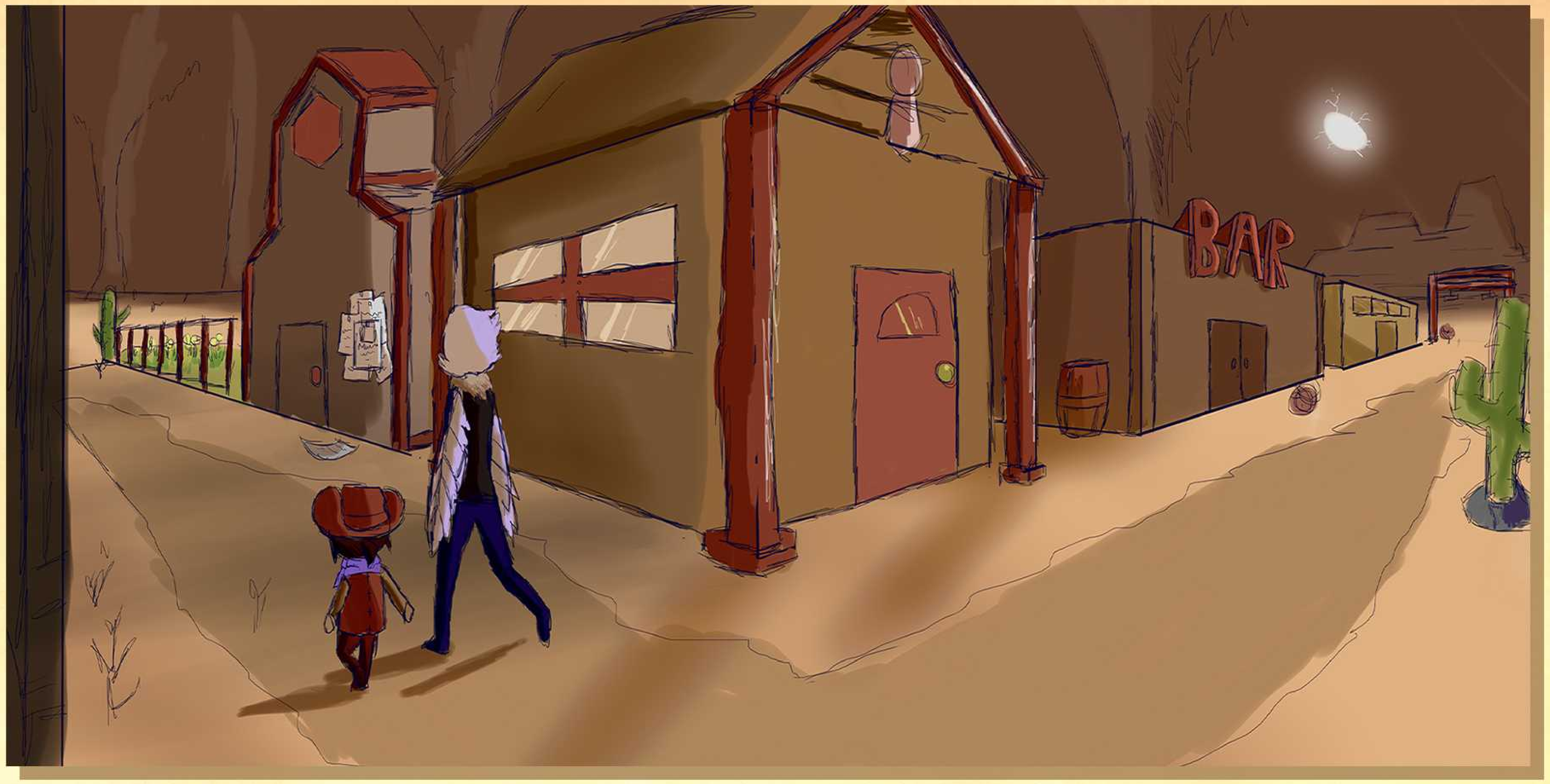
market_mockup.png - 2019

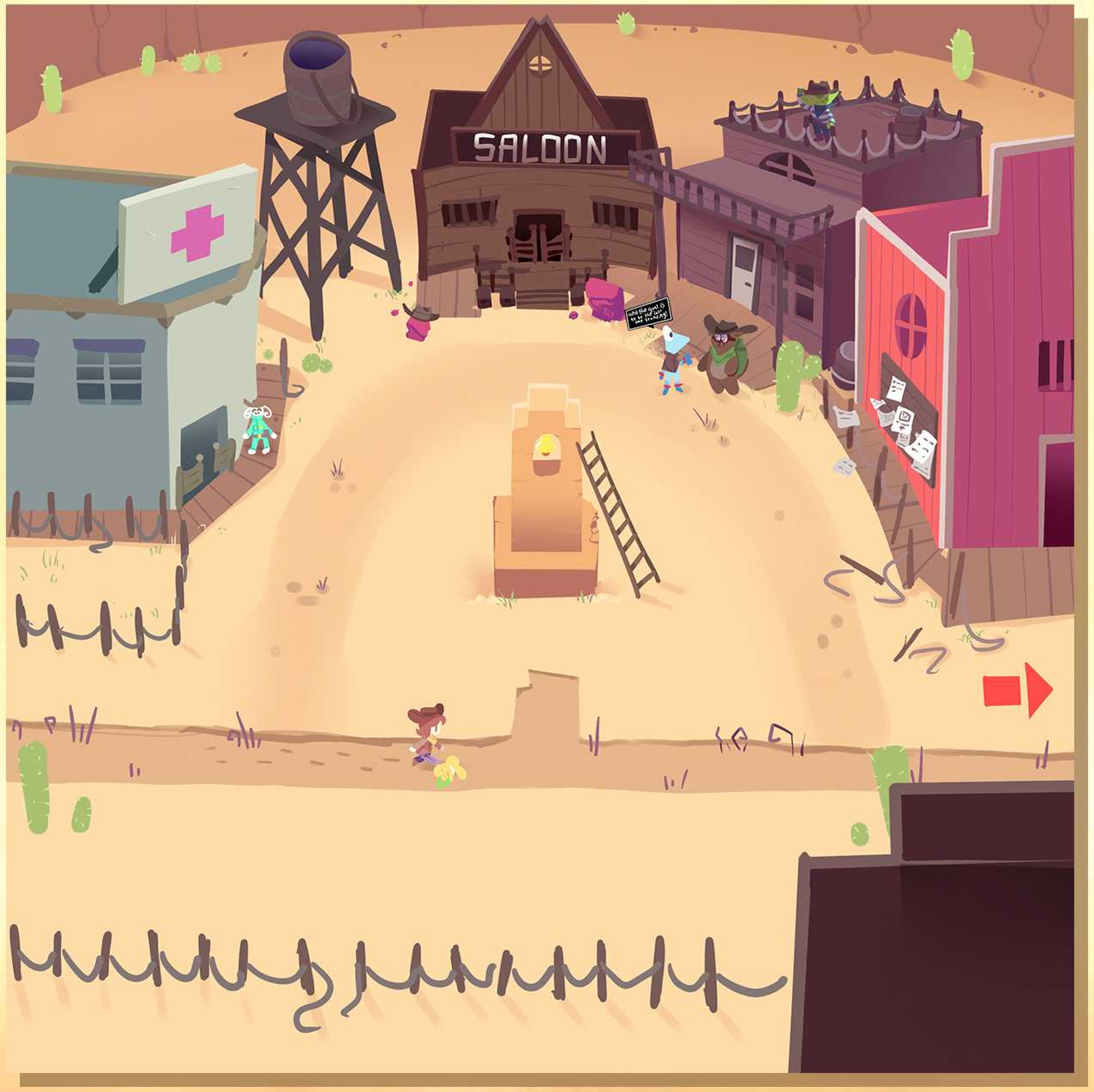
GlitchedPie

THE WILD EAST

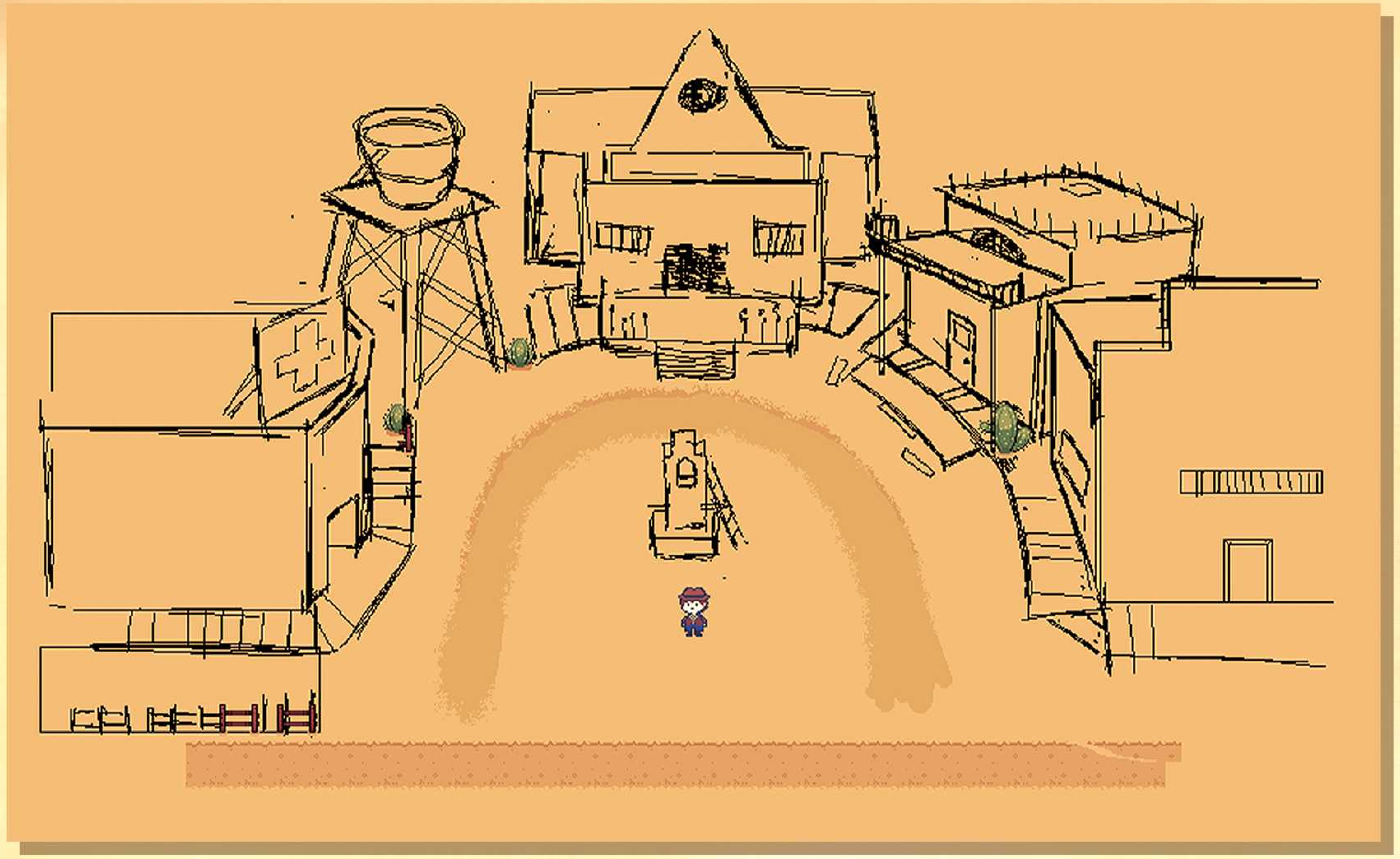
Wild_East.png - 2016
Figburn
From the start, I wanted a "western town" to be a big part of the game. I mean, with the nature of the protagonist, it basically writes itself.

The wait wasn't easy, but I believe the moment we reached the Wild East was the moment we truly became confident in ourselves as game developers.
- Sword





wild_east2.png - 2019
Figburn
Way back in 2016, I had made the very first concept art for the Wild East (as seen above). It's pretty ass, but I was very grateful to be given the chance to take another stab at it years later to design the final layout!
- Fig



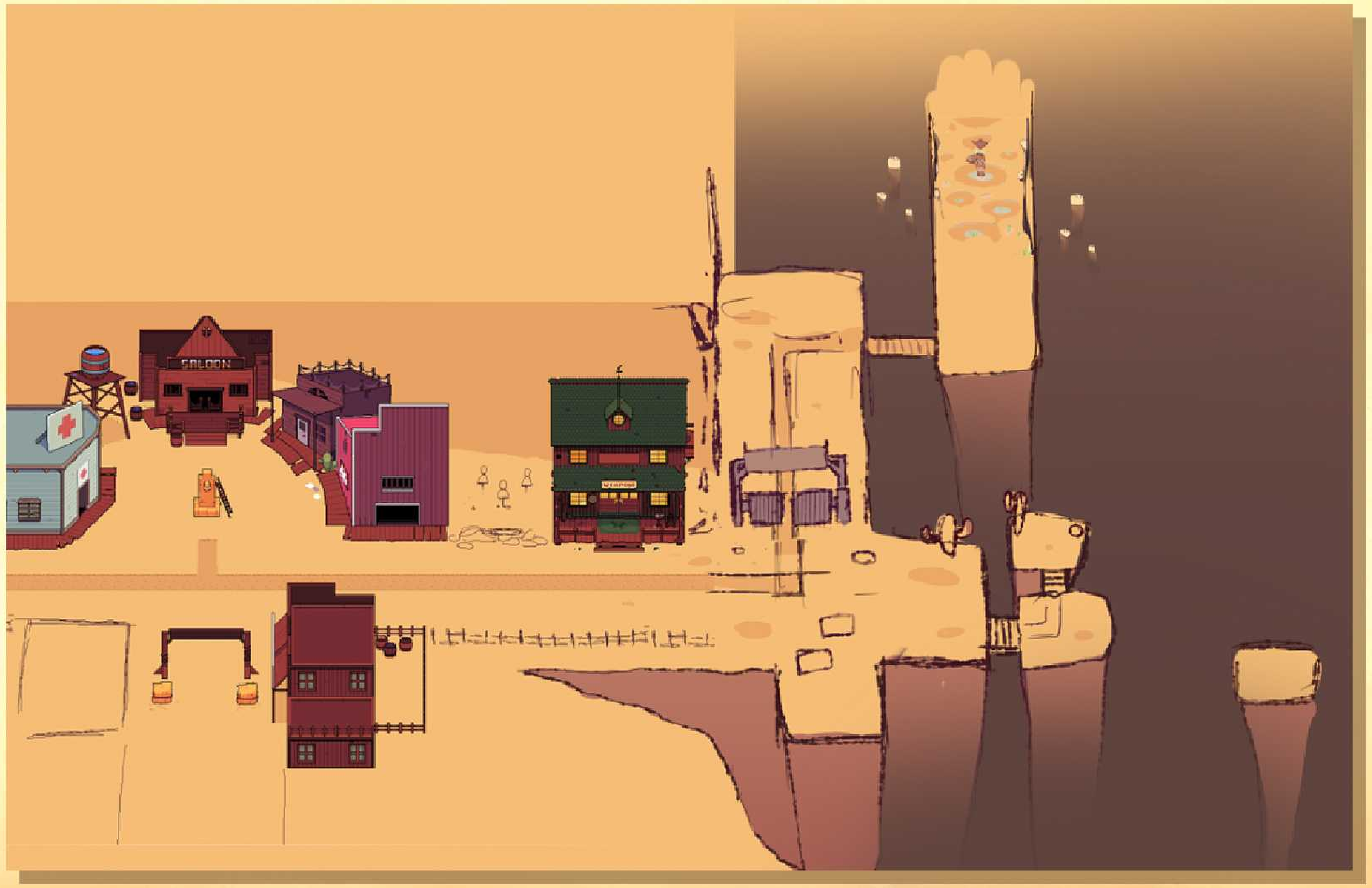
wild east sketch.png - 2019
Figburn

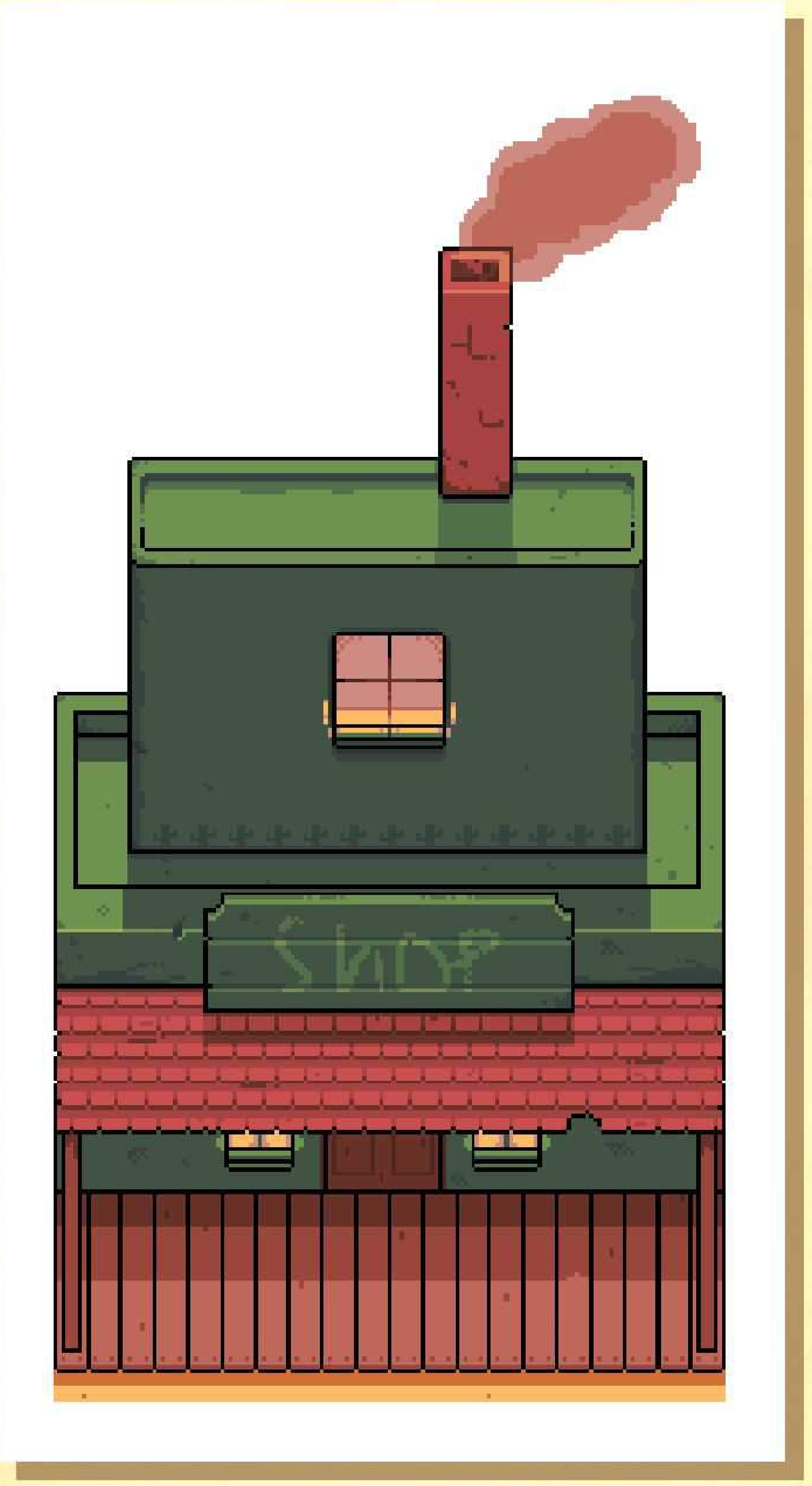
Many ideas for buildings and scenery were tossed around, such as a schoolhouse and gallows - all with potential for fun gags. However, we had to rein it in.

Our ambition even lead to the cancellation of a fourth, climactic mission due to the area growing lengthy by the end of the third mission. I think Starlo knows a little something about that ;)

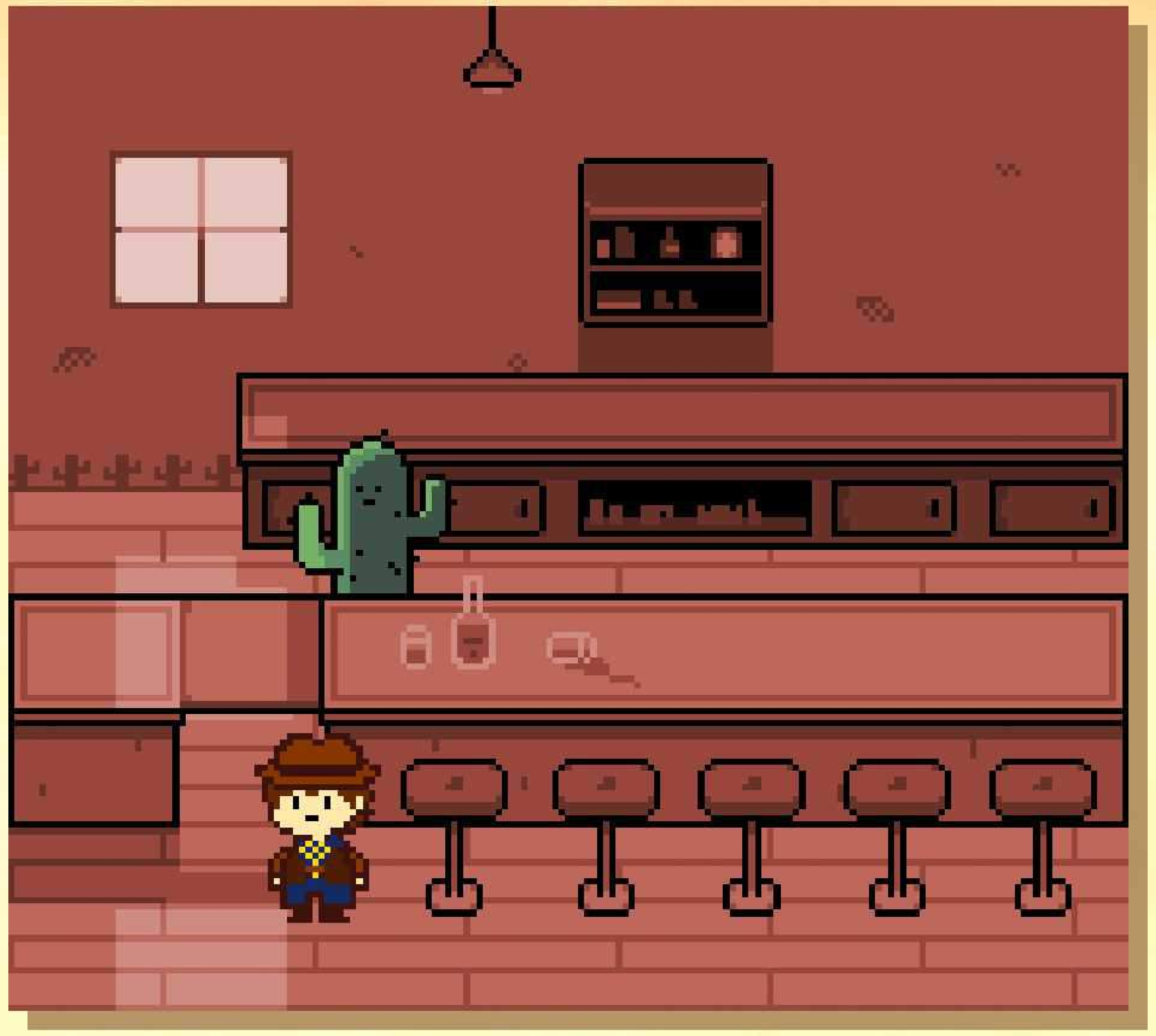
- Sword

wild east aftermath.png - 2019
Figburn

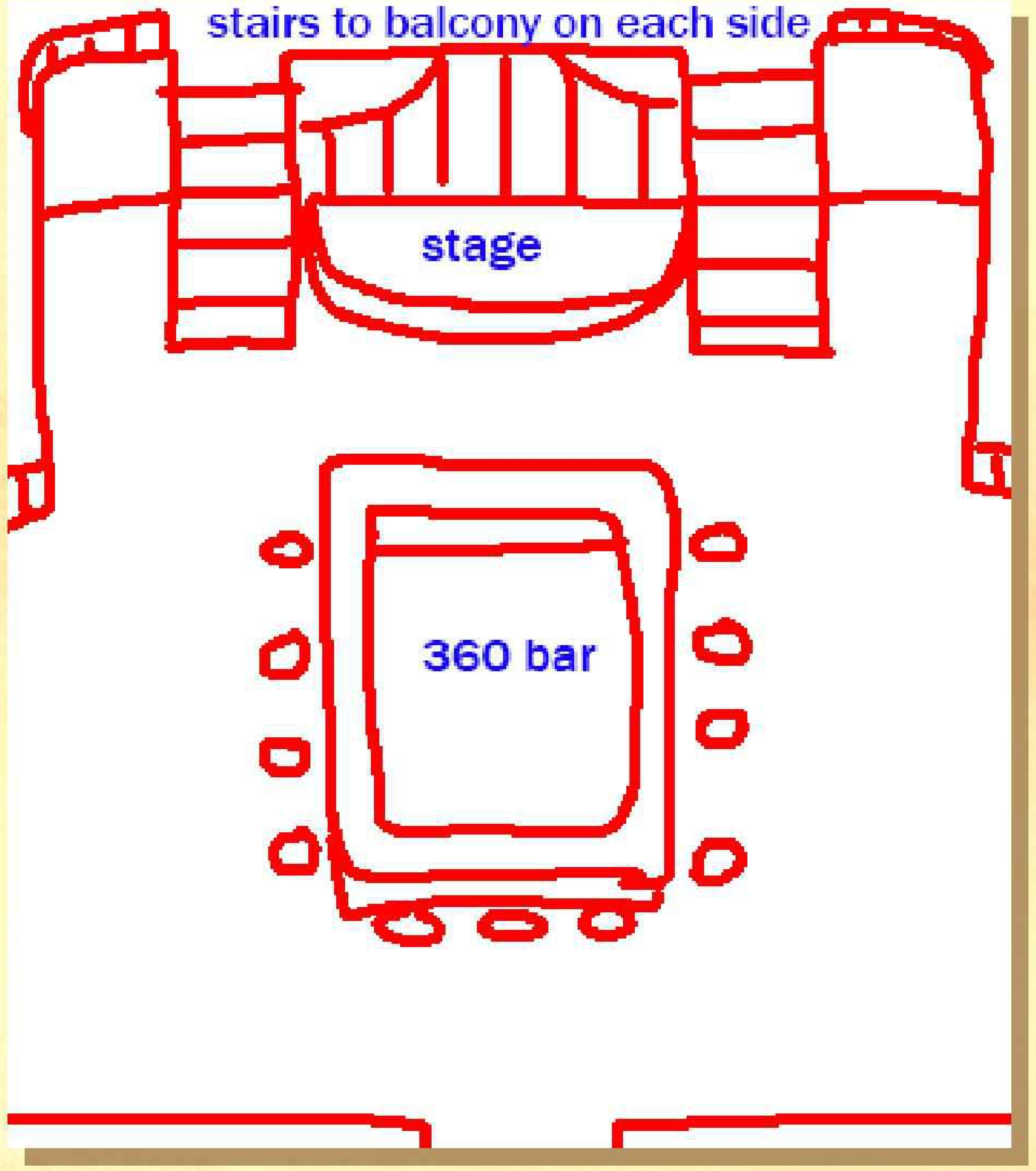




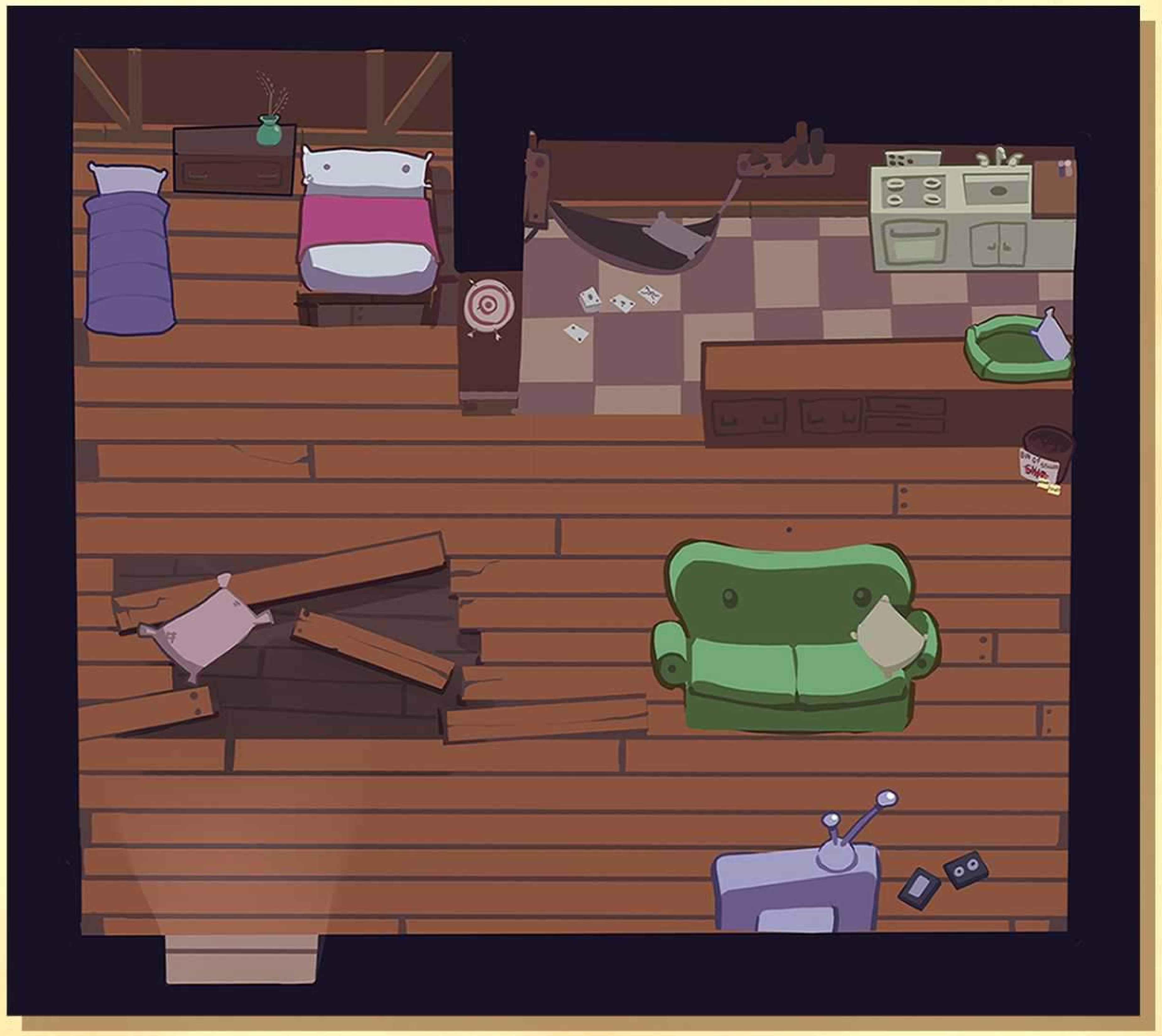
shop_mockup.png - 2018
GlitchedPie



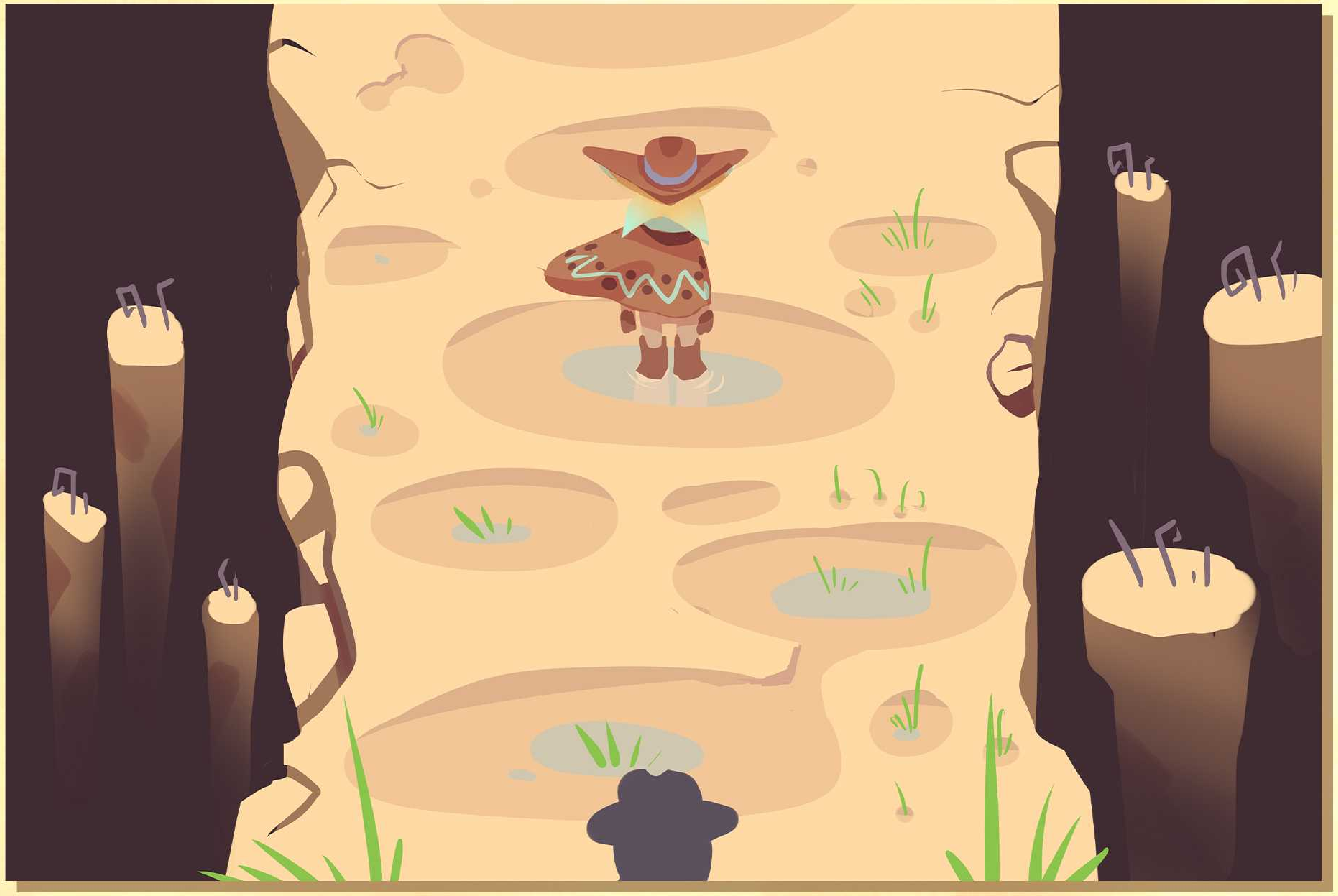
saloon_mockup.png - 2018
GlitchedPie


stairs to balcony on each side
stage
360 bar

saloon sketch.png - 2019
MasterSwordRemix



starlos_house.png - 2019
Figburn



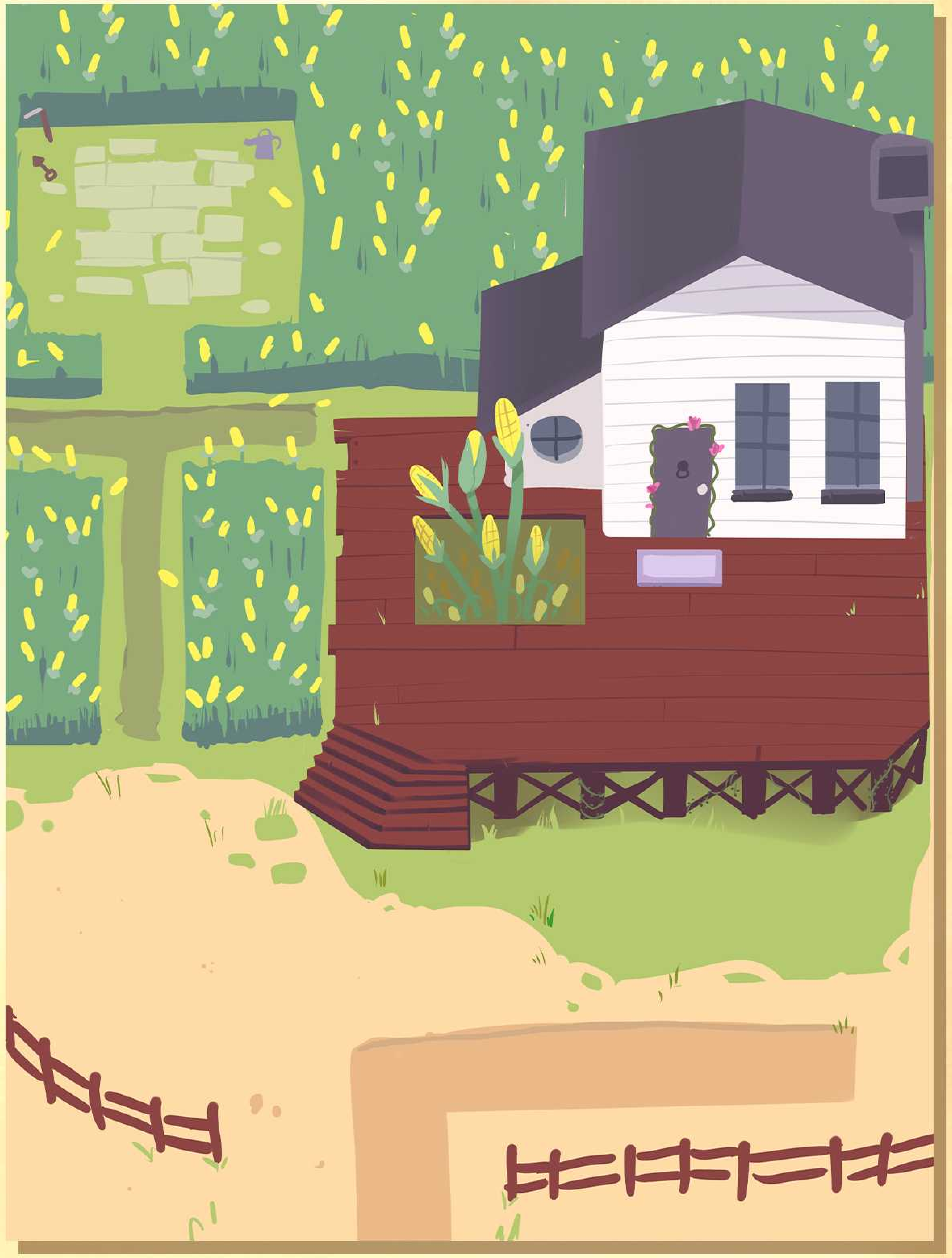
sterlo.png - 2018

Figburn

Dramatic cowboy duel on a path of swiss cheese.

I like the way this one letterboxes in your fight vertically.

- Fig

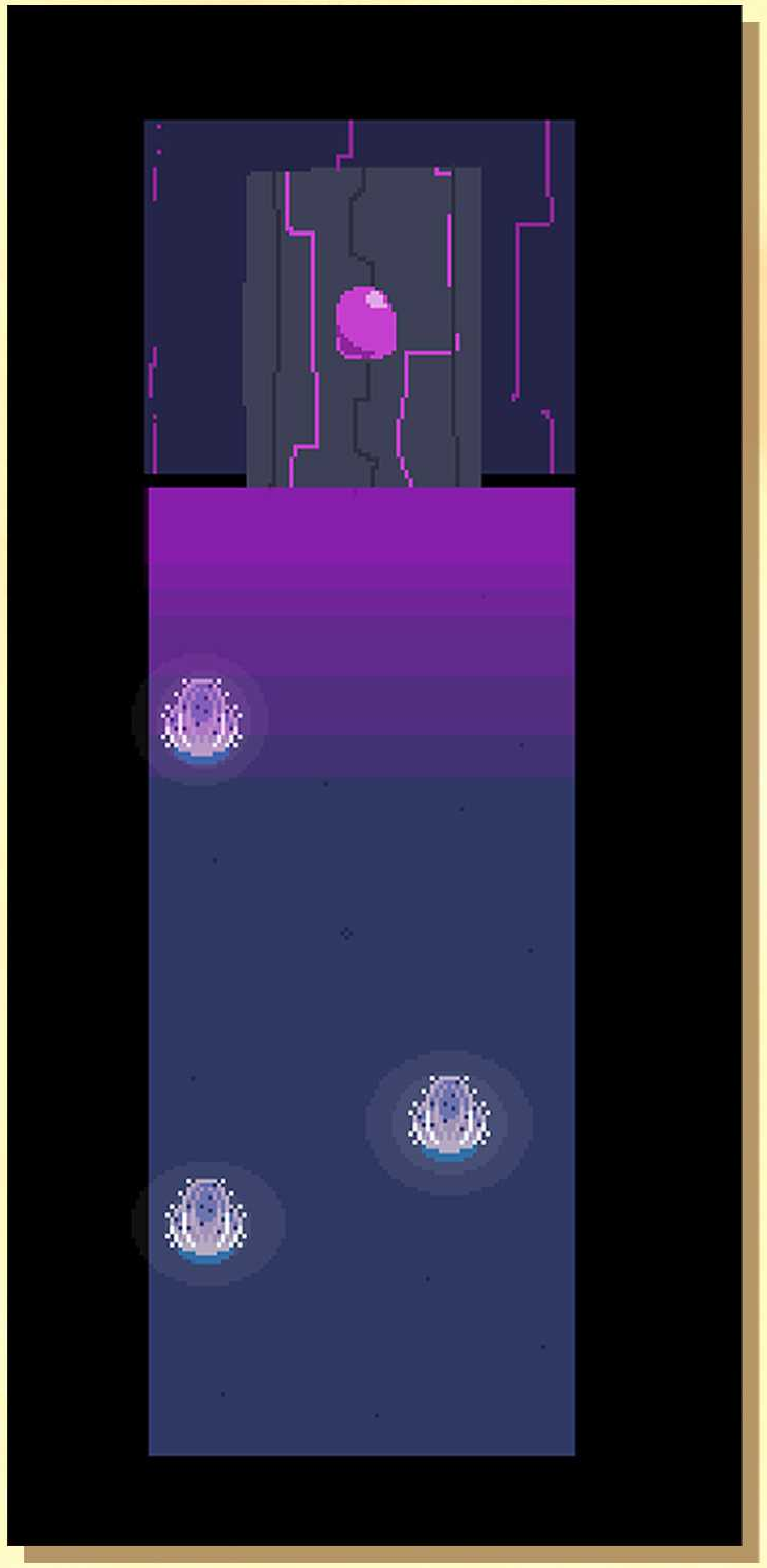


ranch.png - 2019

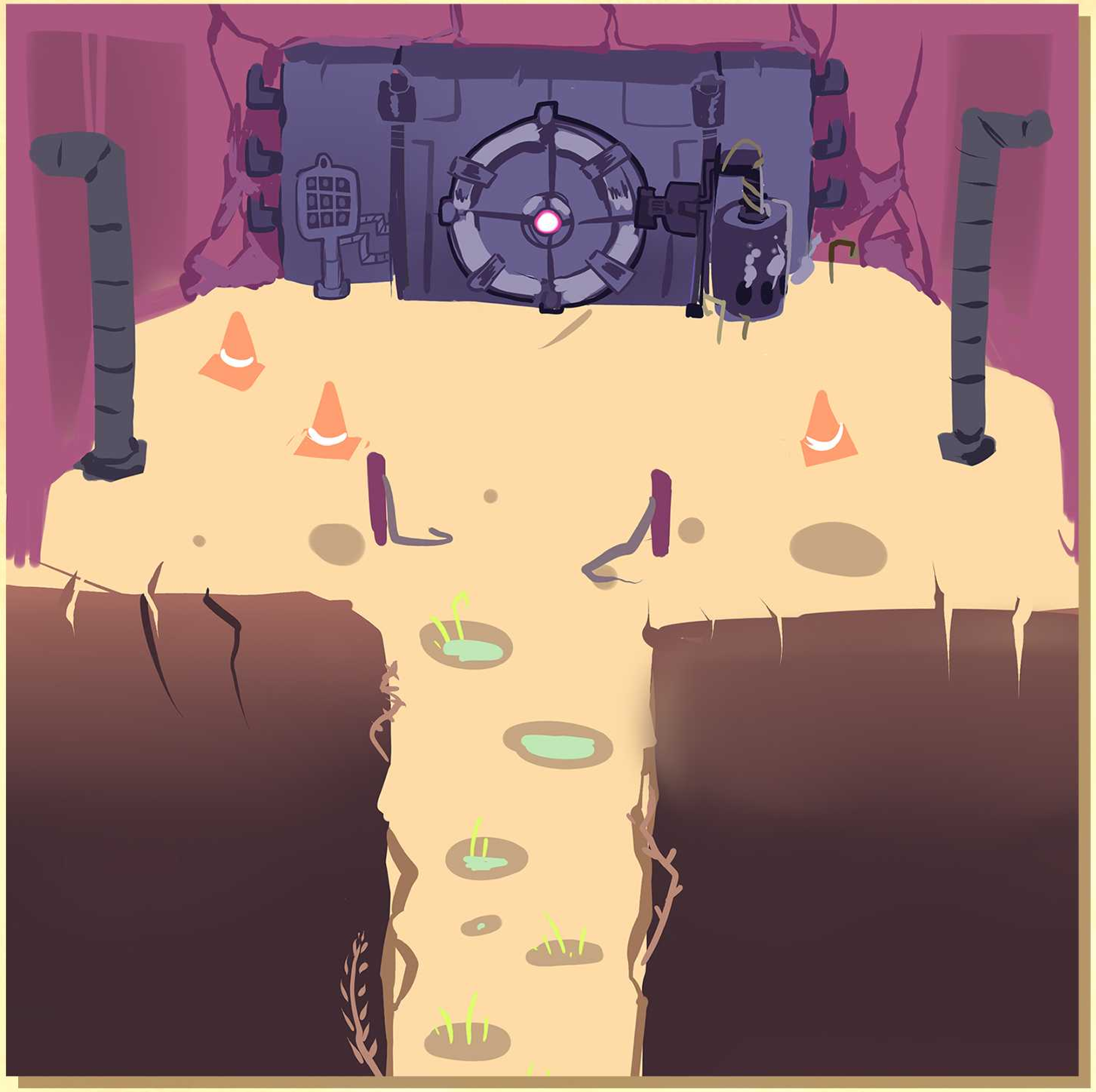
Figburn

Unless it's a farm.

- Sword

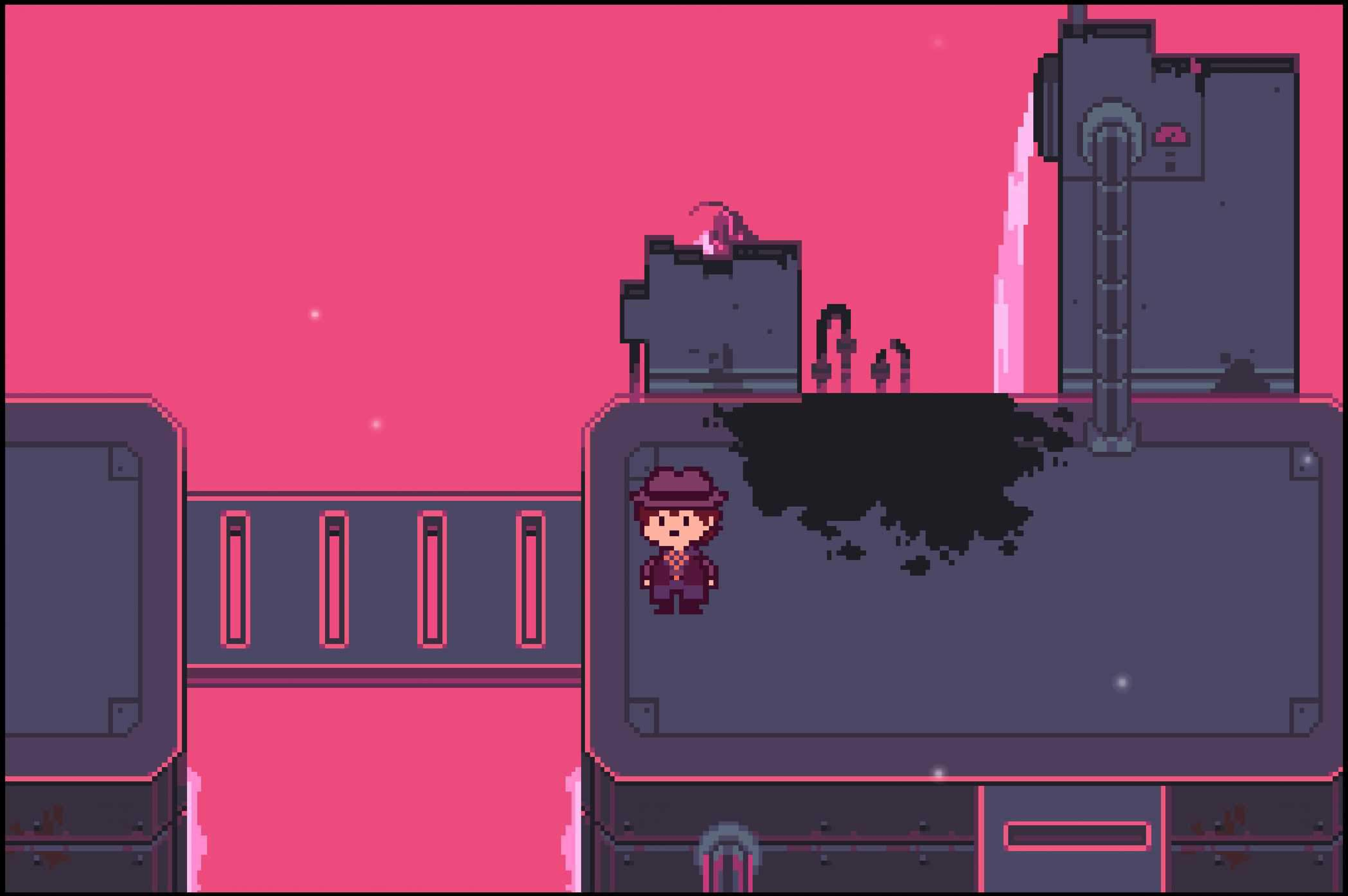


gate_mockup.png - 2019
GlitchedPie

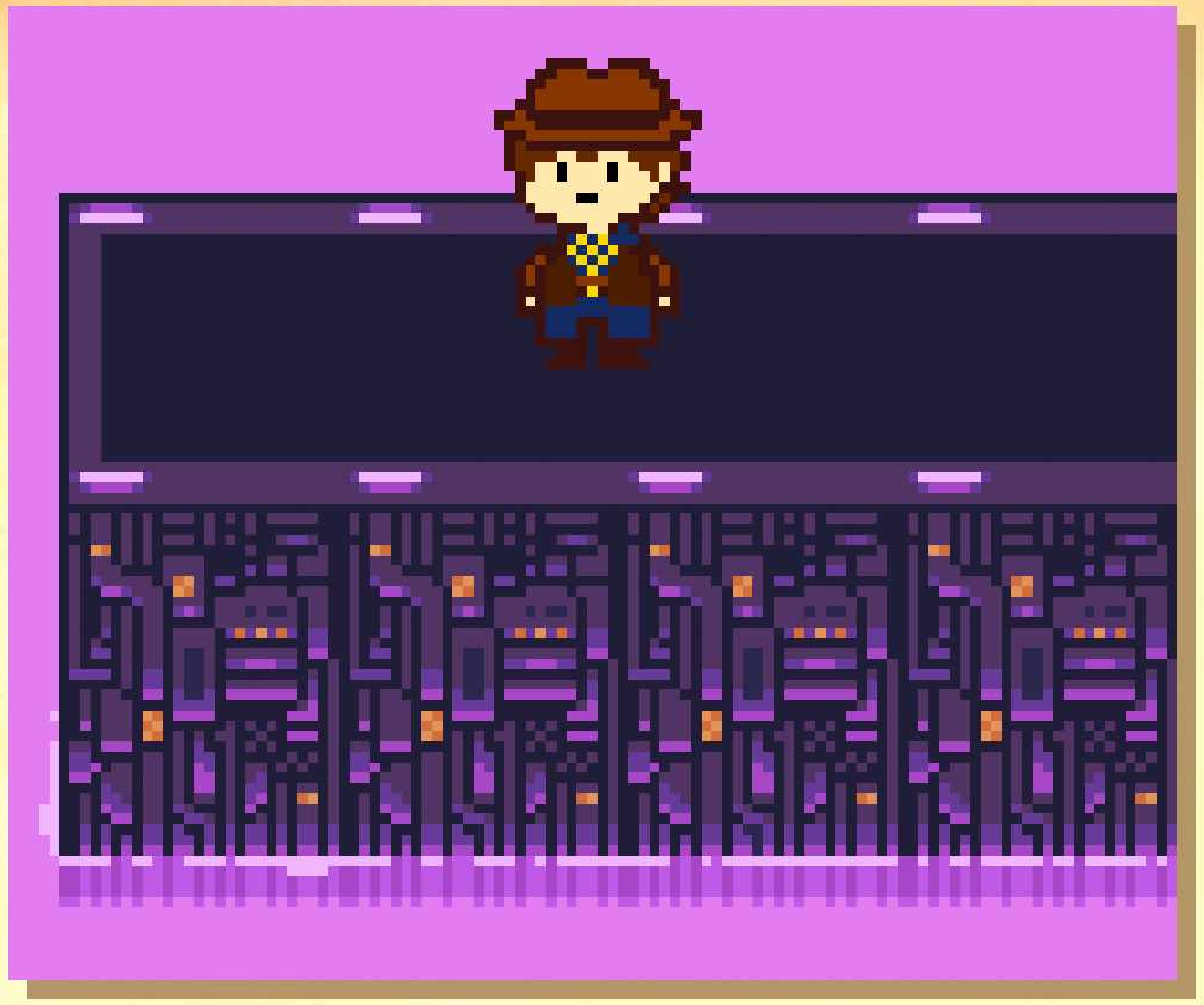


utygate.png - 2019
Figburn
The name of this piece became ironic when the big Ceroba/Starlo scene that takes place here leaked via Gfycat upload in 2019.
We didn't find out until 2021, panicking and questioning if somebody from the recent playtest leaked the information.

How silly we felt when we found out it was our fault.
- Sword



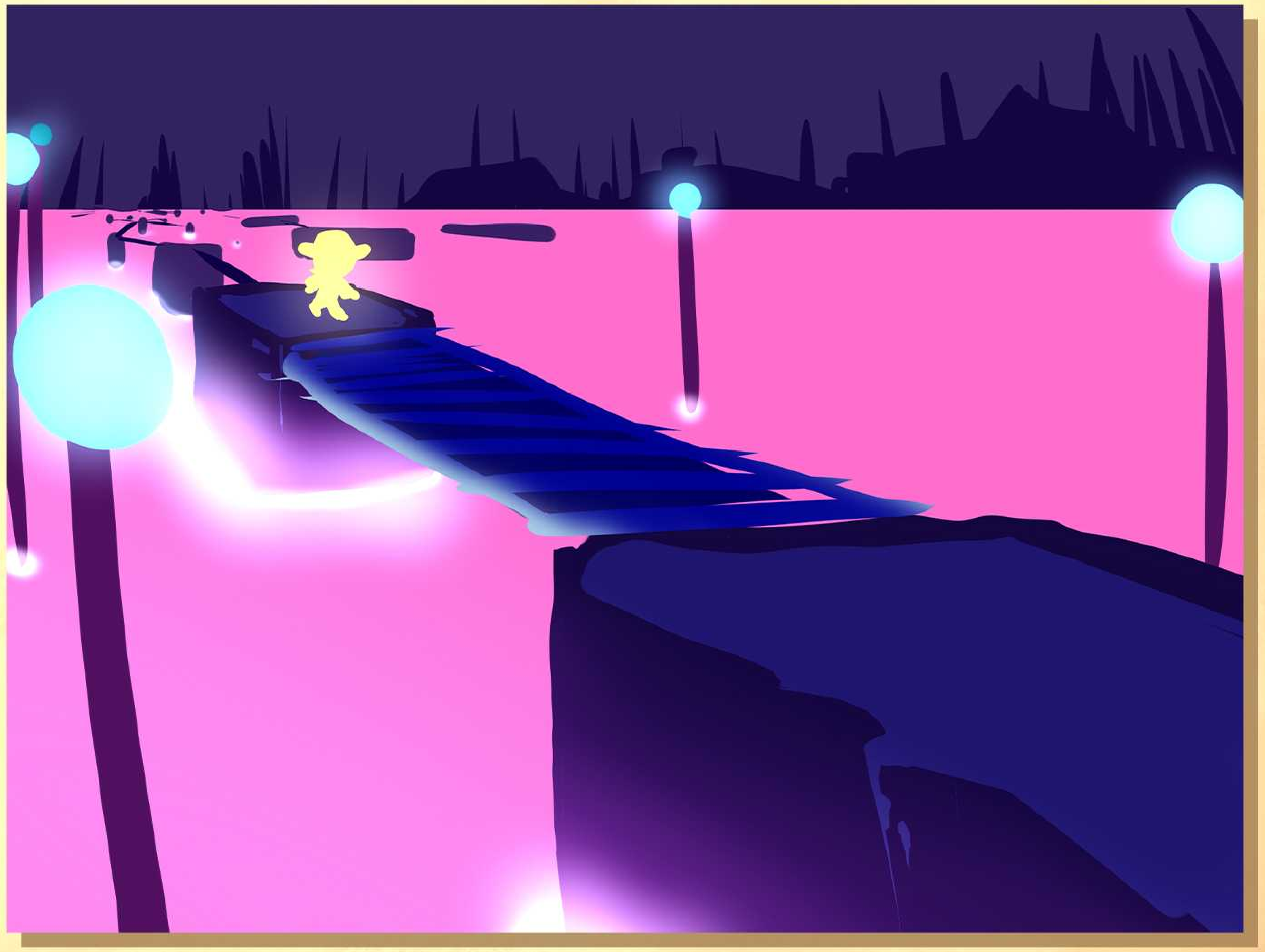
STEAMWORKS

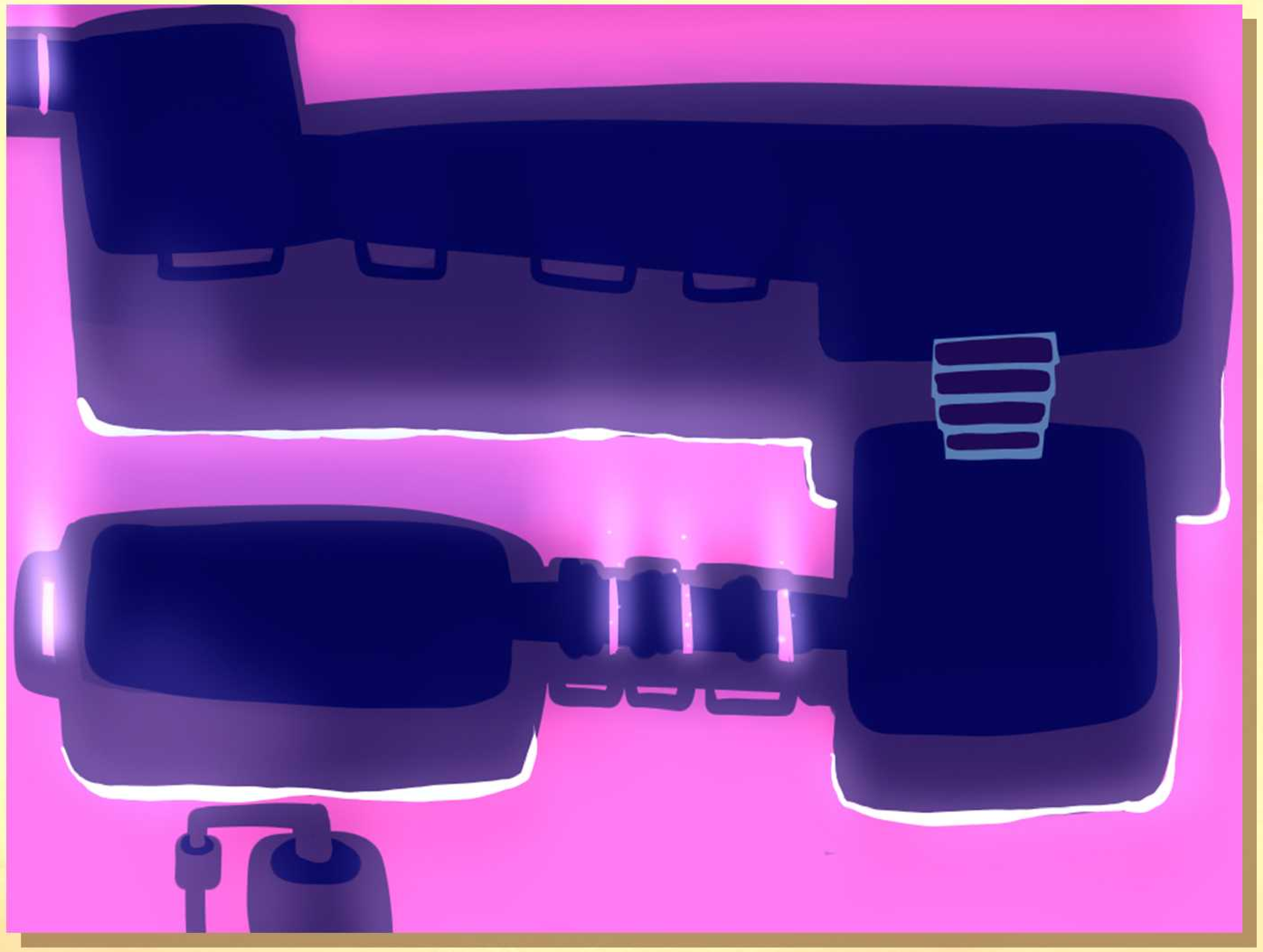


hotlandmockup.png - 2017
GlitchedPie

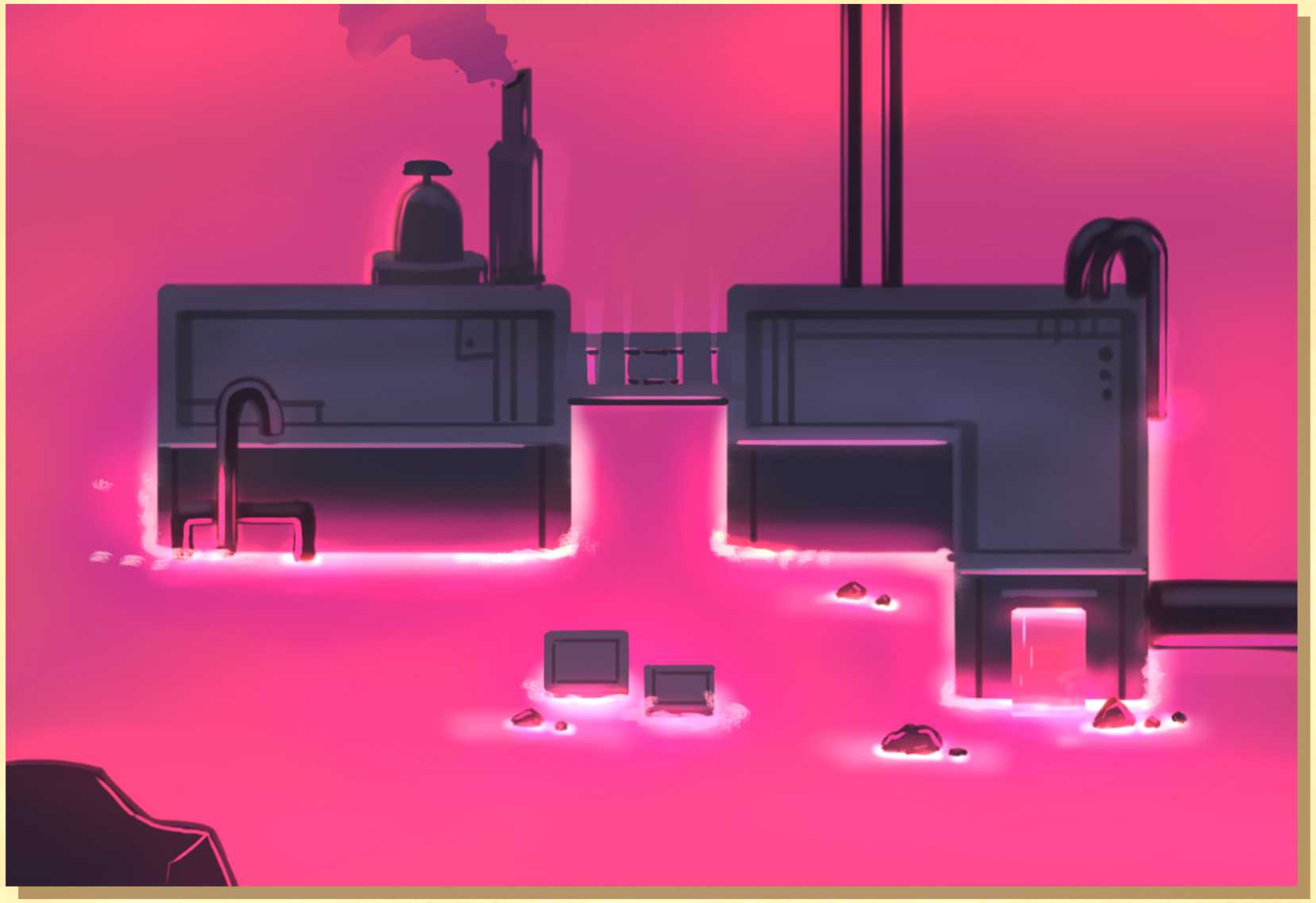
itsHOT.png - 2017
Figburn

The Steamworks were originally going to be a part of Hotland not shown in Undertale, and we called it “Hotland” for almost two years. However, the more unique ideas we came up with such as the color palette and a focus on a “factory” environment, it became clear that the area was going to be something much more original.
- Sword

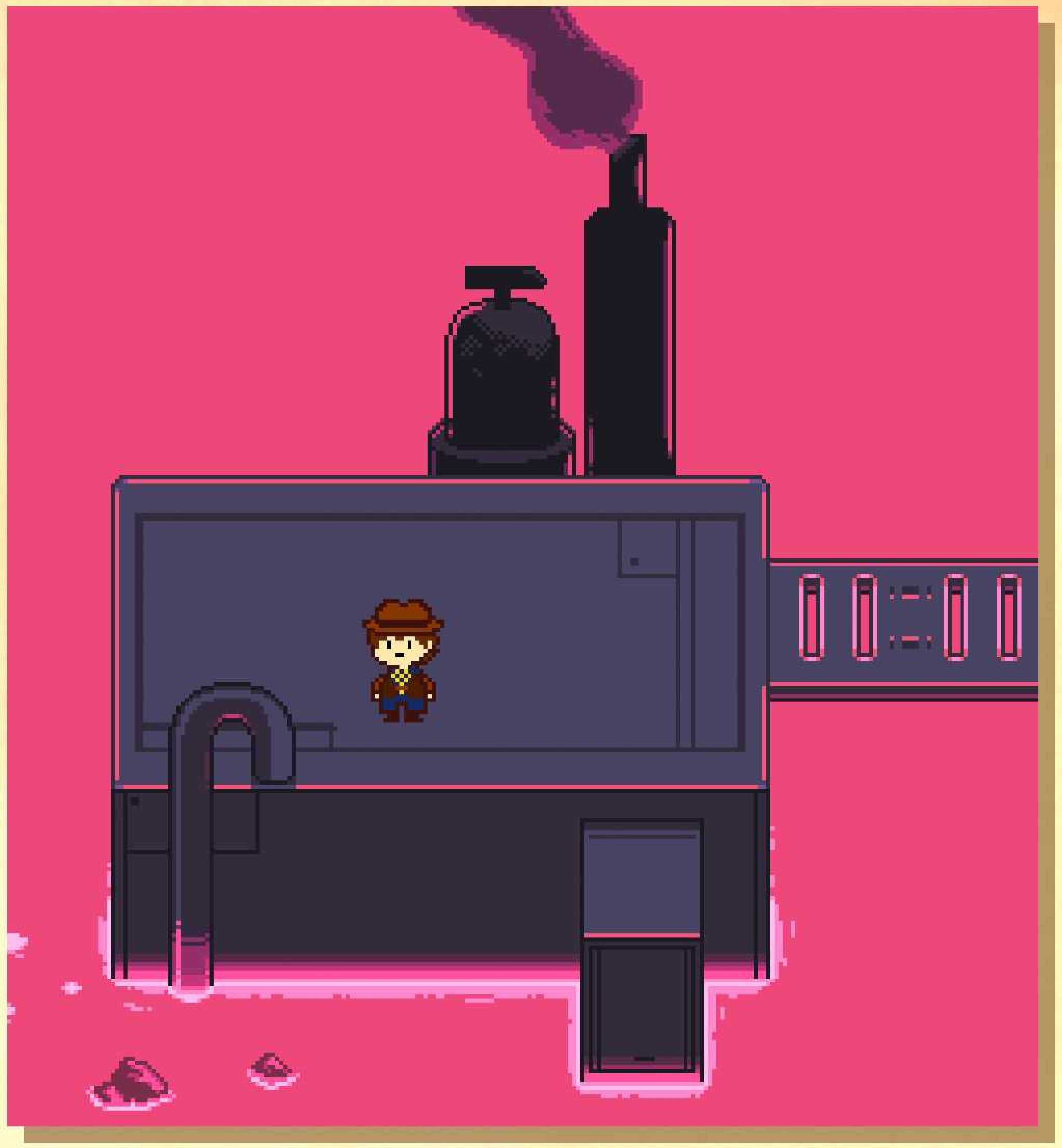




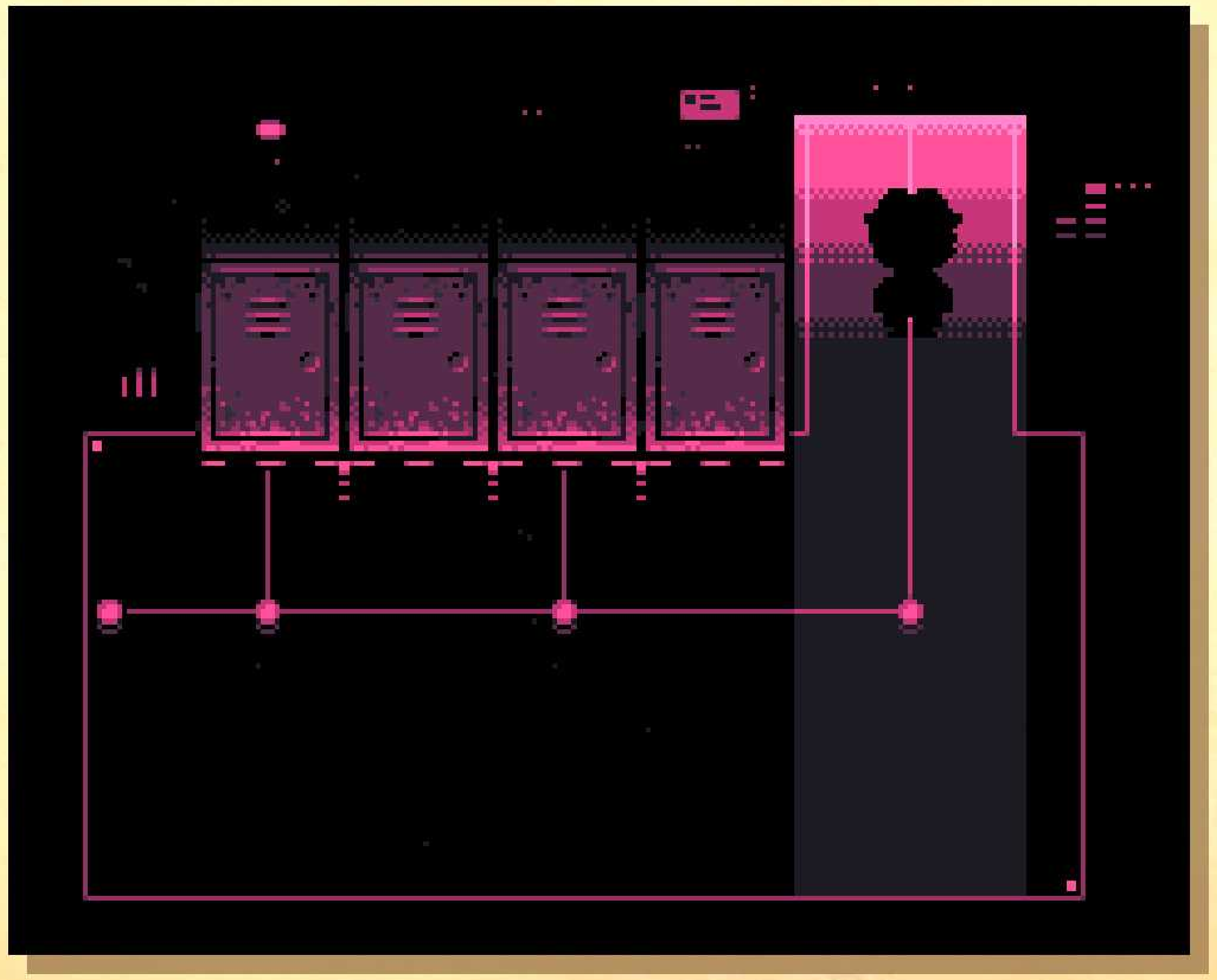
hotland_concept.png - 2017
Figburn



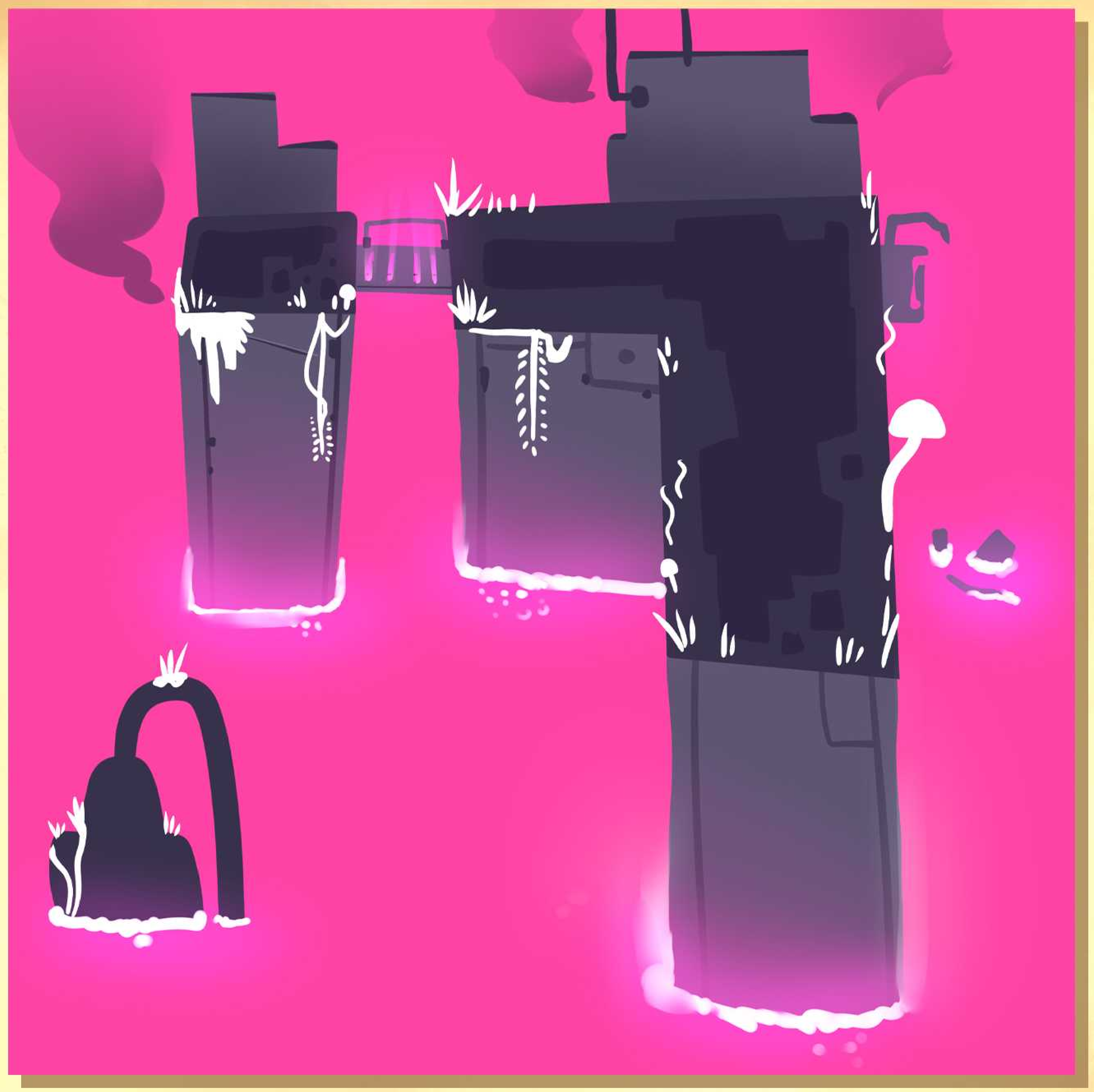
steamworks_concept.png - 2017
Gaziter
It didn't take long to nail down the look of the outdoor area.
- Sword



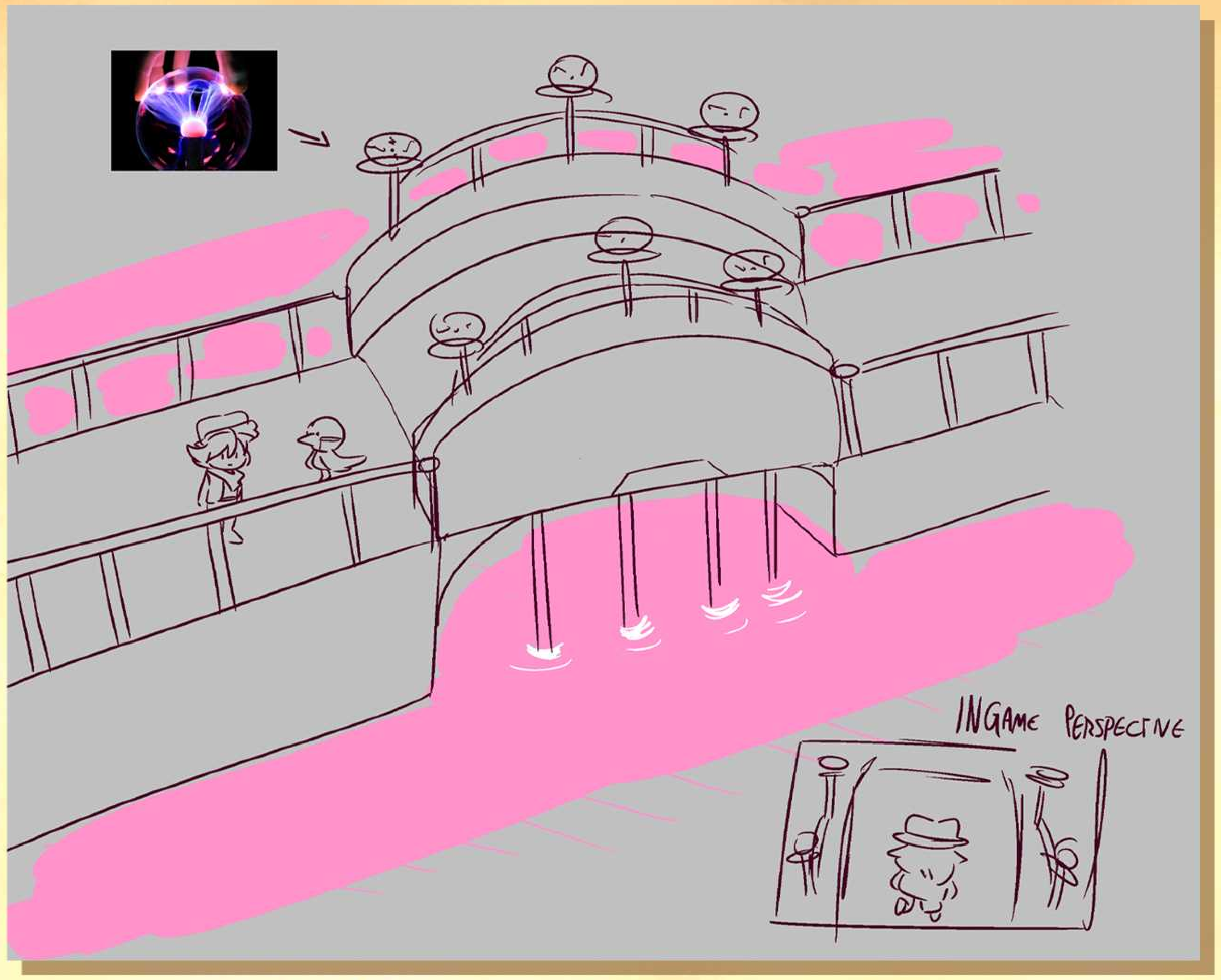
lost.png - 2017
GlitchedPie



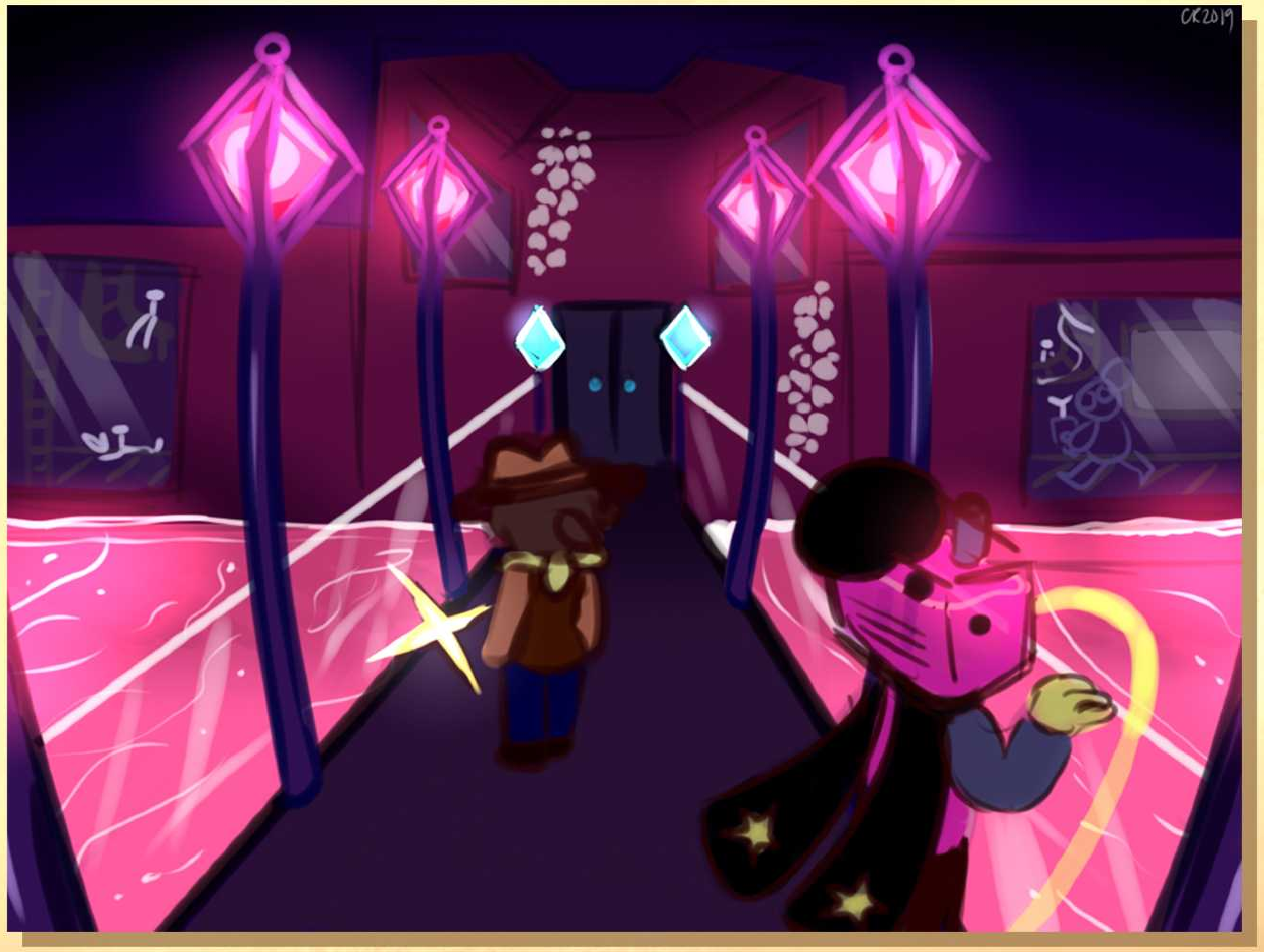
darkroom.png - 2018
GlitchedPie



steam.png - 2018
Figburn



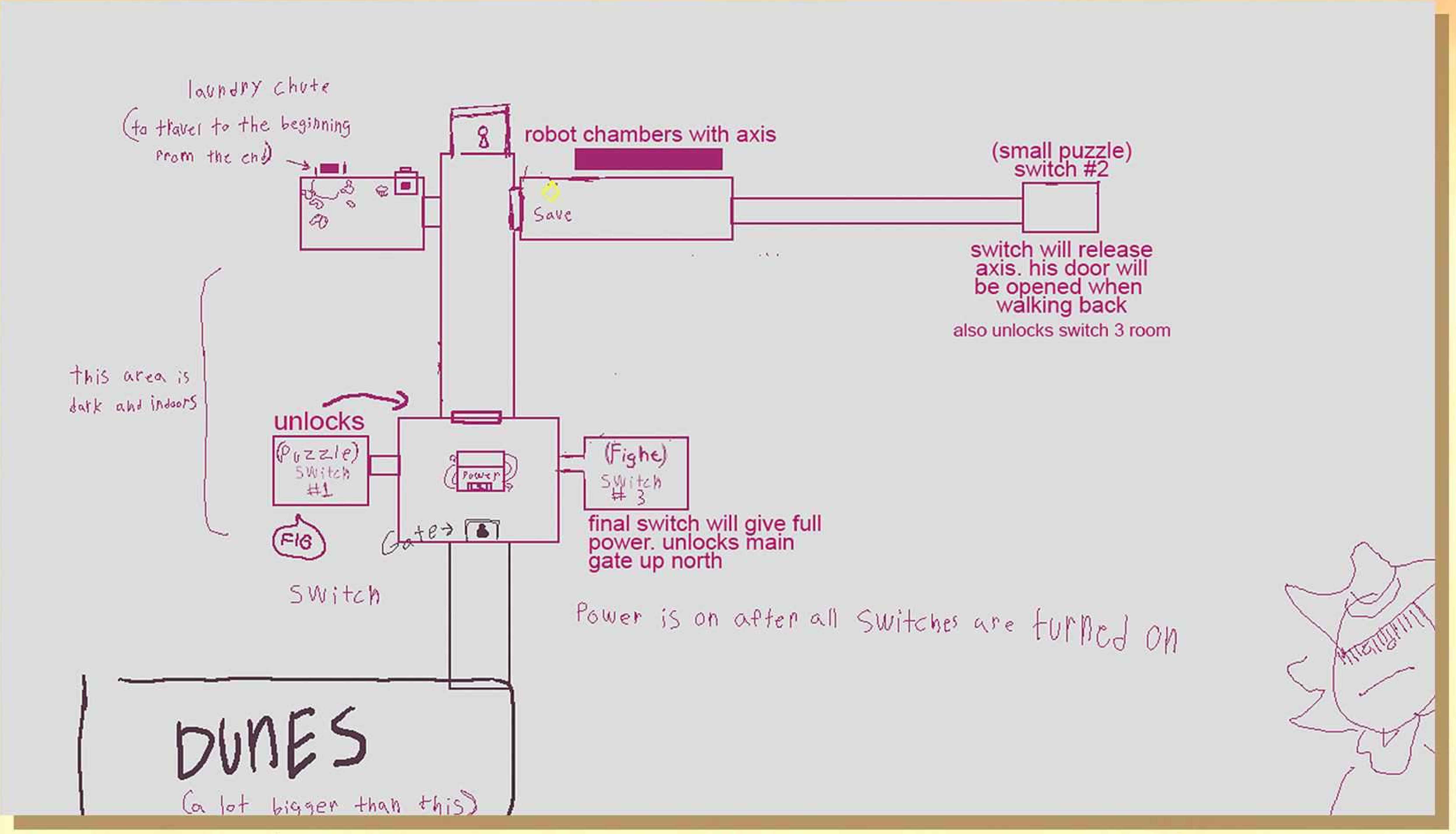
steamworks bridge.png - 2019
TeleviQ



steamworks.png - 2019
TeleviQ

This was one of the few environment focused pieces I made for the game. For the Steamworks I was pretty excited to draw some technological landmarks, as seen with this bridge leading to the factory/chemistry wings. It's a bit fancy for the dilapidated Steamworks, but the perspective change is still cool.

- TeleviQ


laundry chute
(to travel to the beginning from the end)
robot chambers with axis
Save
(small puzzle) switch #2
switch will release axis. his door will be opened when walking back
also unlocks switch 3 room
this area is dark and indoors
unlocks
(Puzzle) Switch #1
Power
(Fight) Switch # 3
FIG
Gate→
Switch
final switch will give full power. unlocks main gate up north
Power is on after all Switches are turned on
DUNES
(a lot bigger than this)

steamworks intro concept.png - 2019
Figburn & MasterSwordRemix

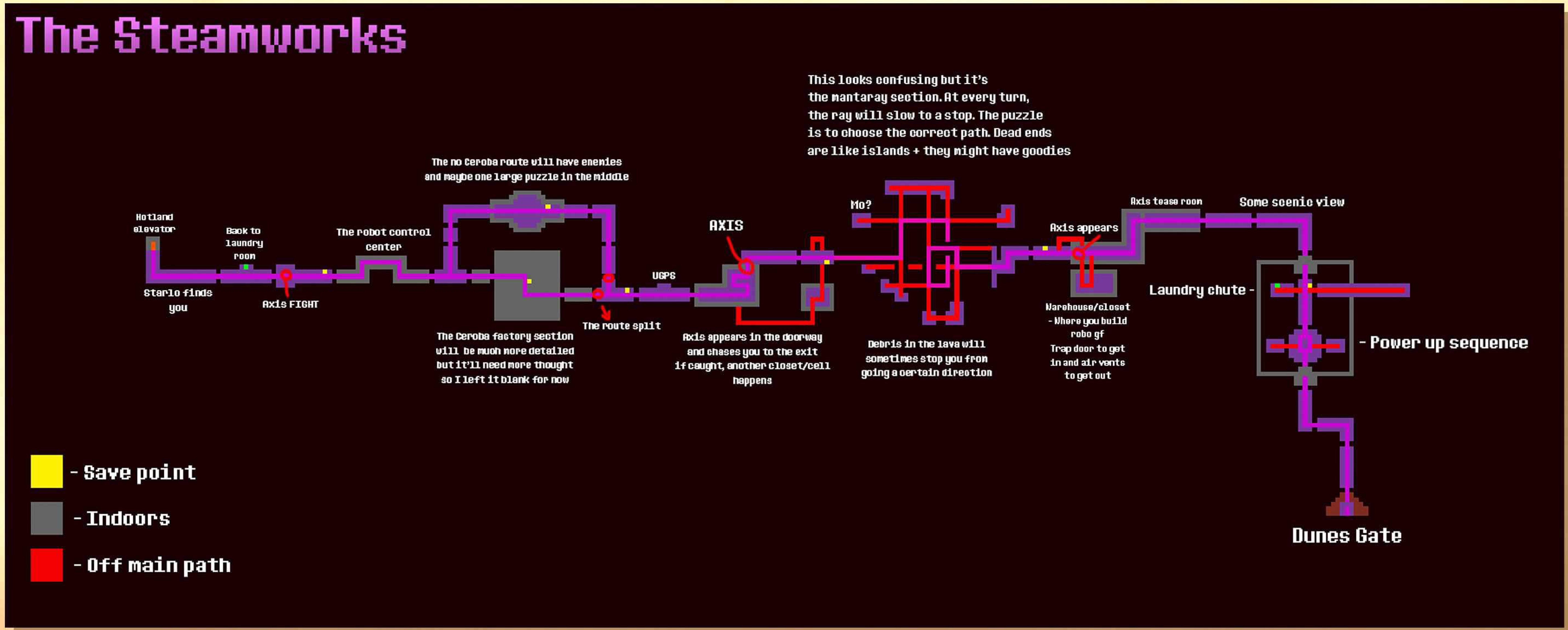
Steamworks Map V1.png - 2019
MasterSwordRemix

I waited much longer to make the Steamworks map compared to the other areas so we could factor in more concept art and narrative points.

This gave the area much better pacing and purpose in the long run, making me wish I took this approach with the rest of the game. But as I said, we only truly found ourselves around the Wild East.

...Better late than never?

- Sword


The Steamworks
Hotland elevator
Back to laundry room
The robot control center
Starlo finds you
Axis FIGHT
The route split
UGPS
AXIS
Mo?
Axis tease room
Some scenic view
Axis appears
Laundry chute -
- Power up sequence
Dunes Gate

The no Ceroba route will have enemies and maybe one large puzzle in the middle

The Ceroba factory section will be much more detailed but it'll need more thought so I left it blank for now

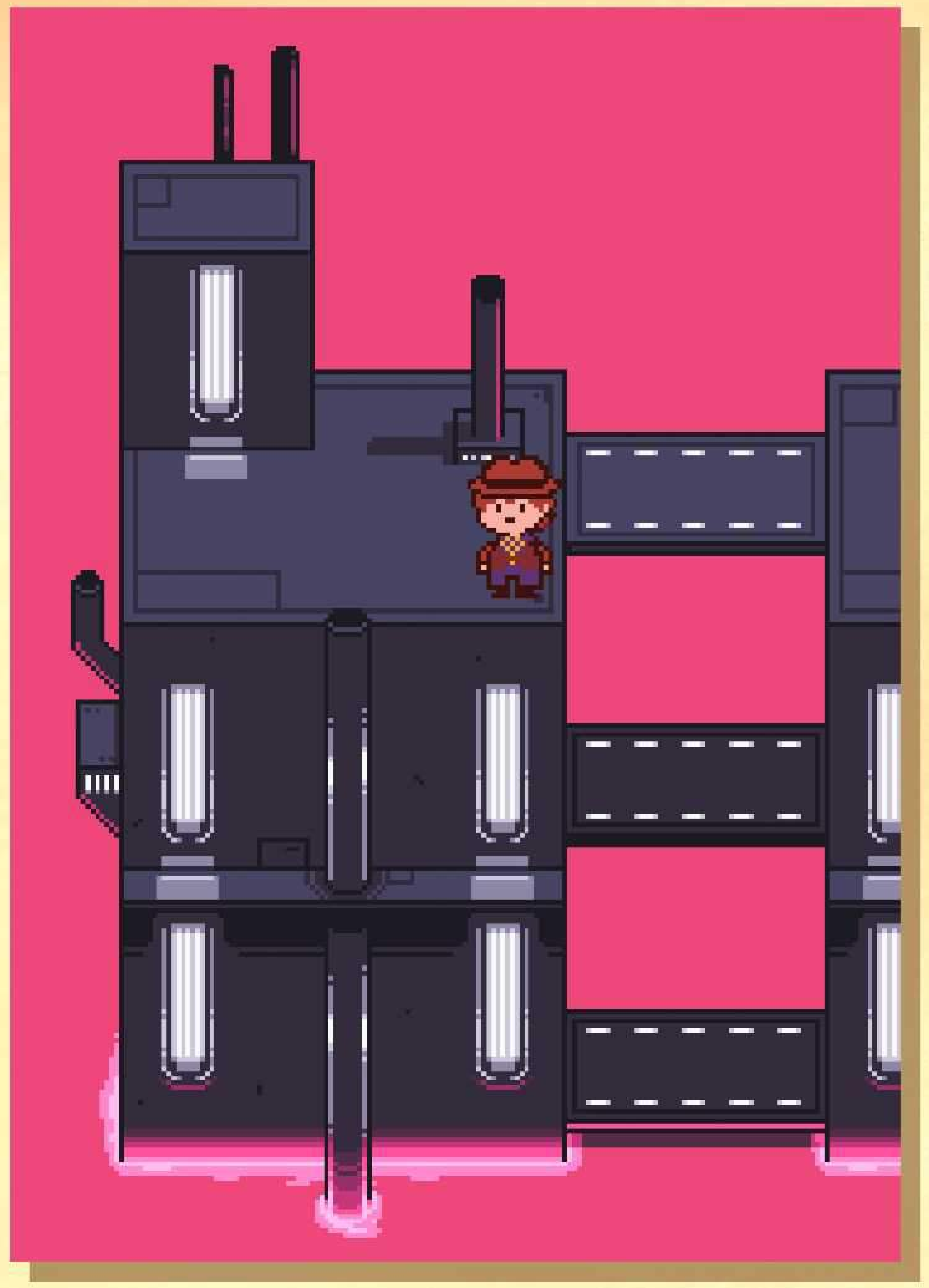
Axis appears in the doorway and chases you to the exit if caught, another closet/cell happens

This looks confusing but it's the mantaray section. At every turn, the ray will slow to a stop. The puzzle is to choose the correct path. Dead ends are like islands + they might have goodies

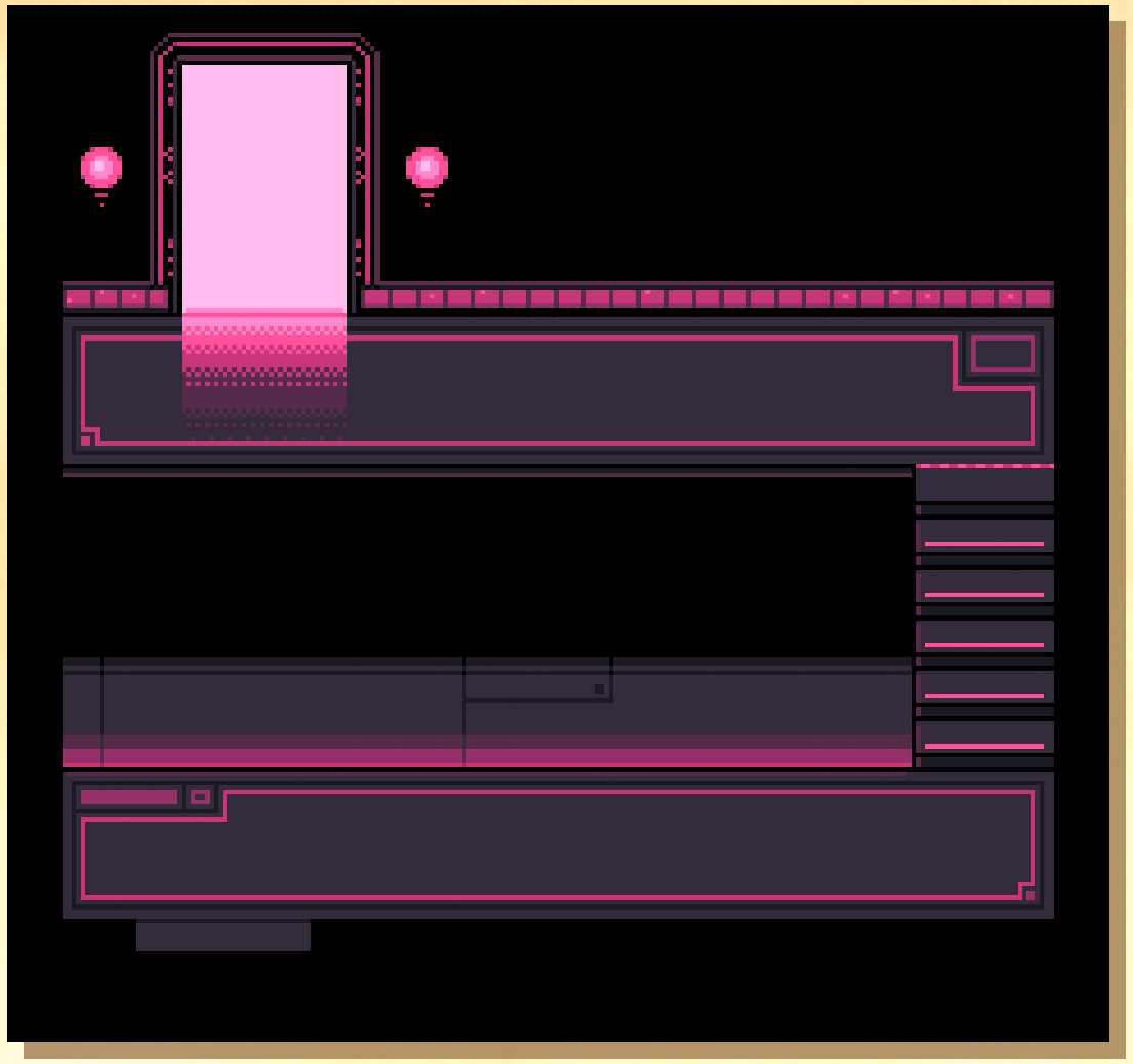
Debris in the lava will sometimes stop you from going a certain direction

Warehouse/closet
- Where you build robo gf
Trap door to get in and air vents to get out

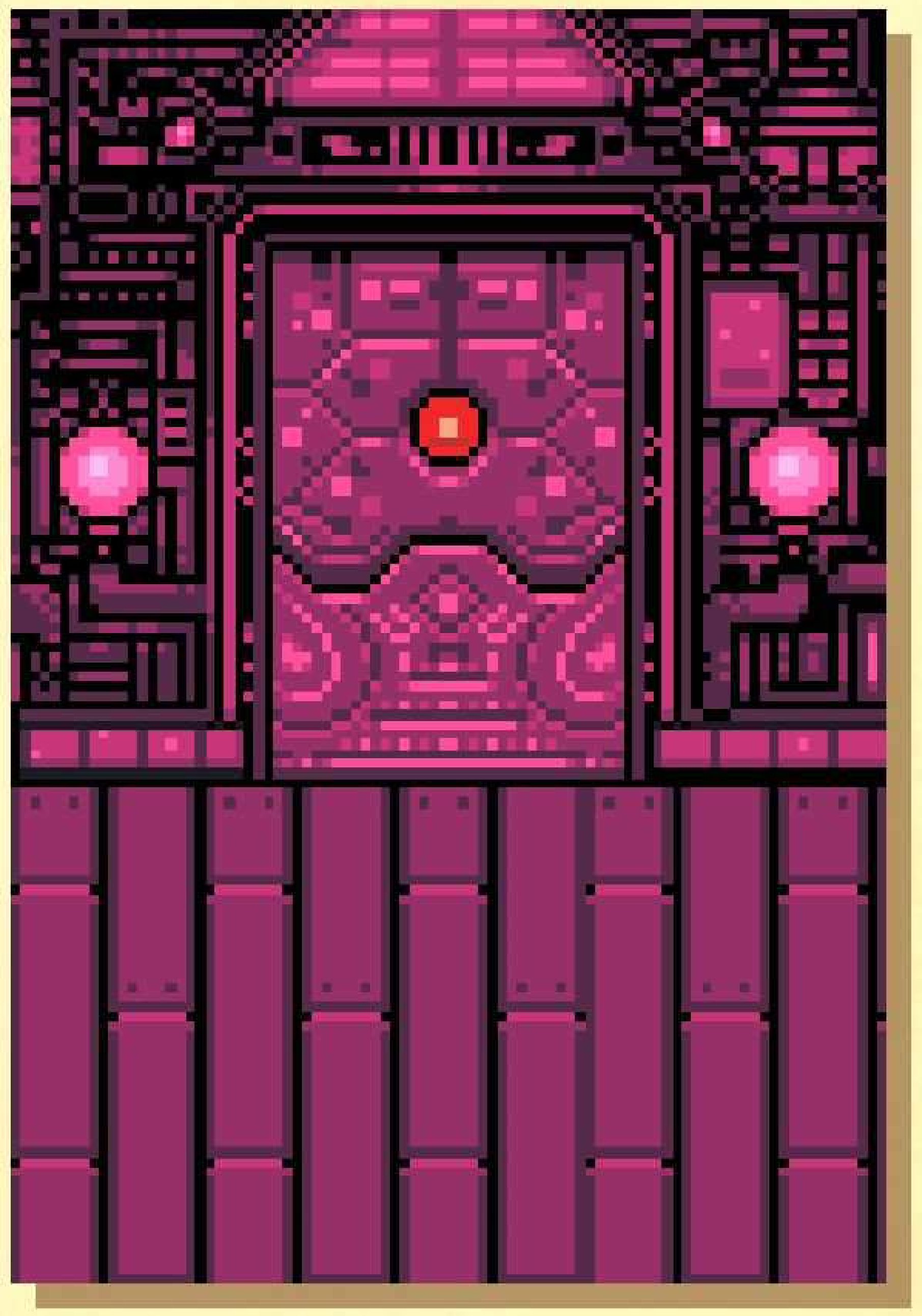
🟨 - Save point
▨ - Indoors
🟥 - Off main path



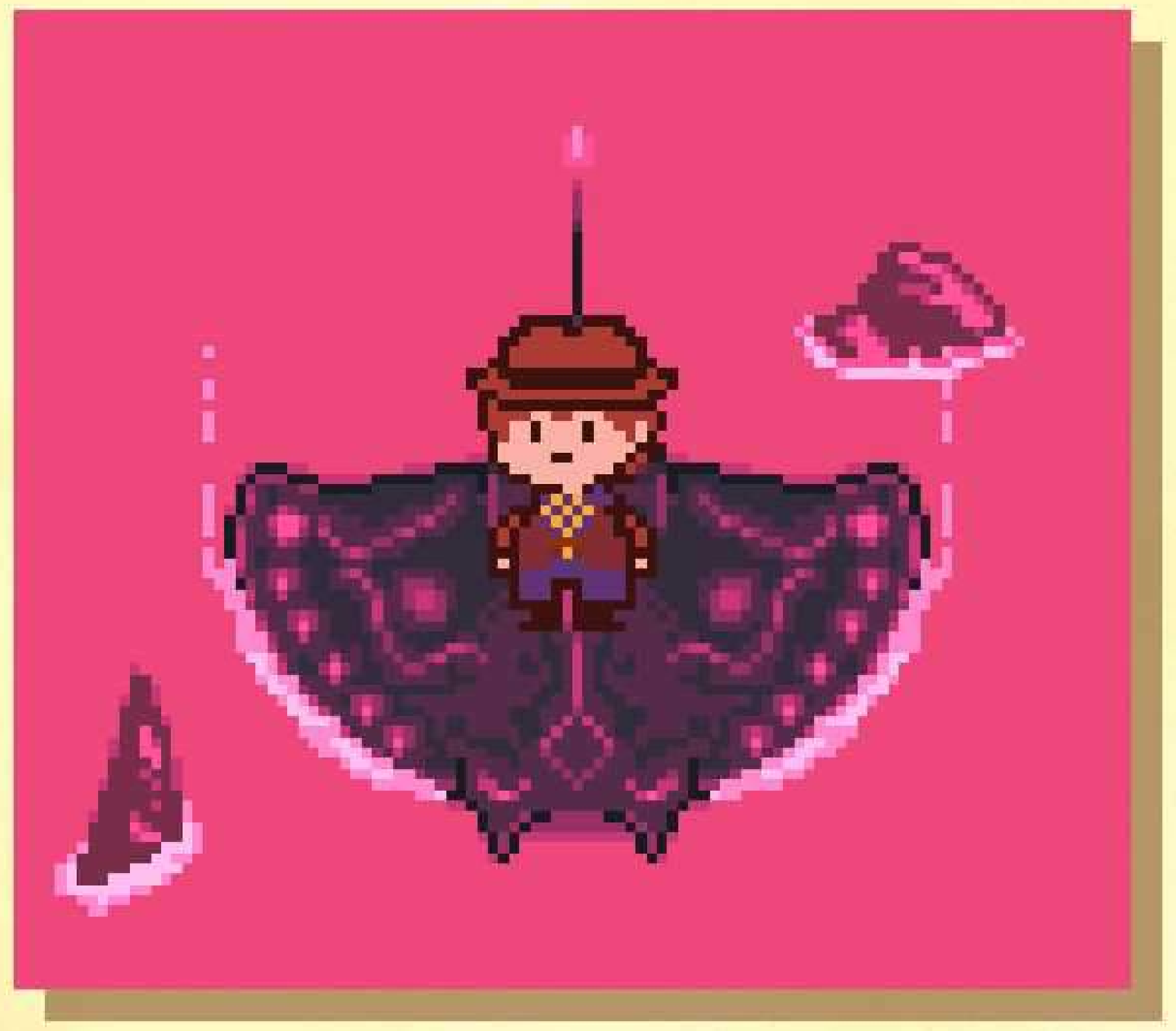
mockup6.png - 2018
GlitchedPie



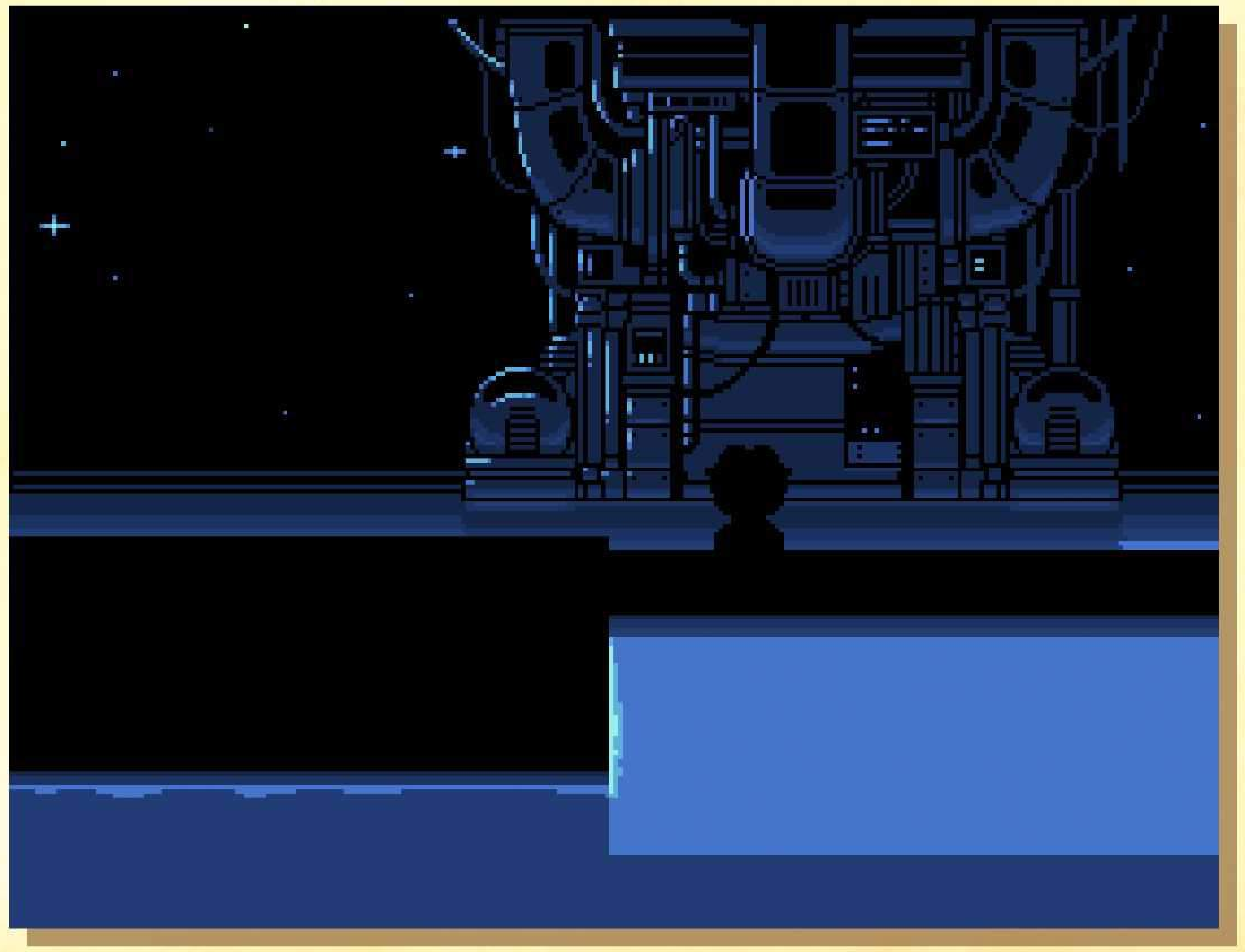
mockup5.png - 2018
GlitchedPie



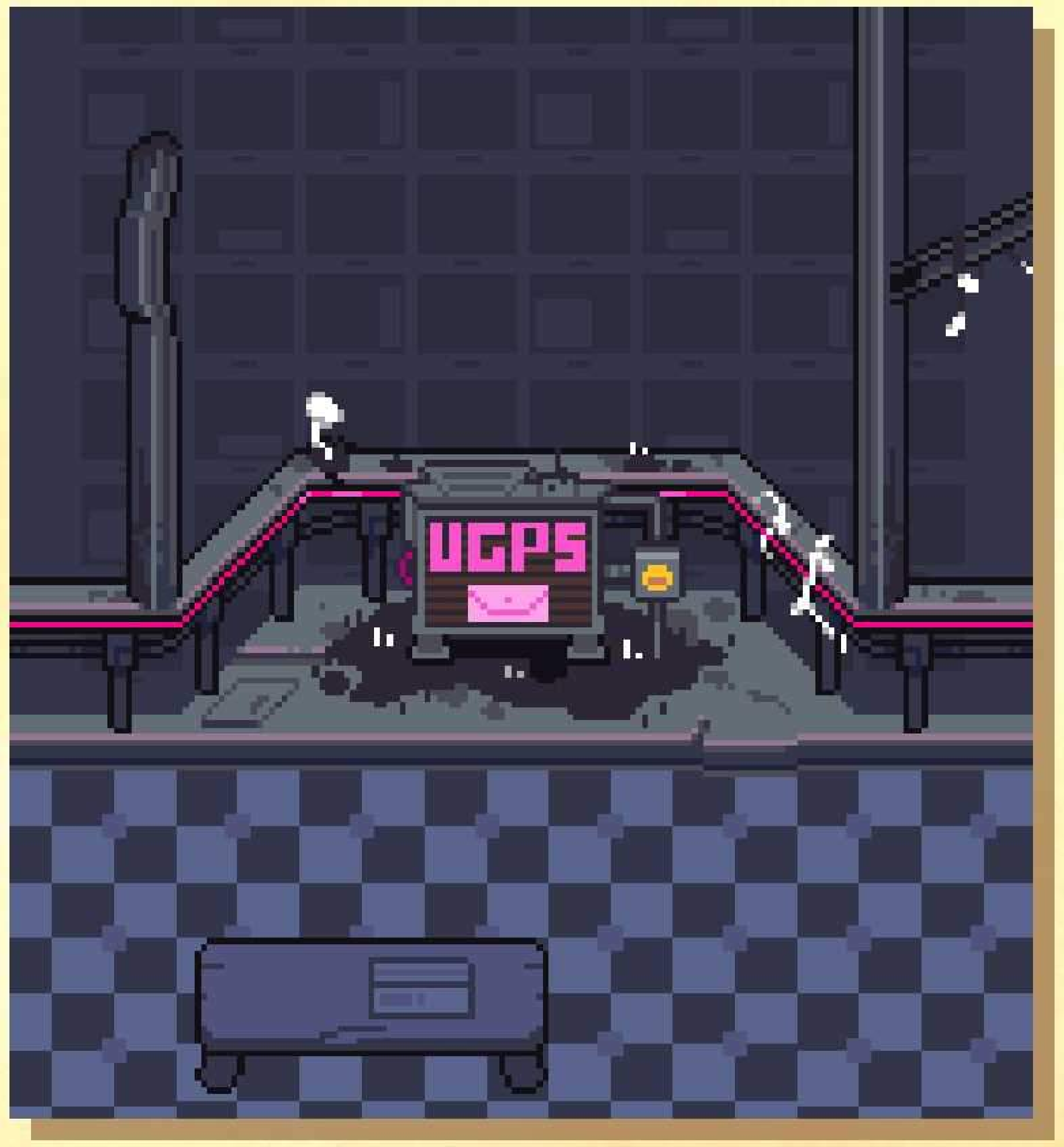
steammockup3.png - 2018
GlitchedPie



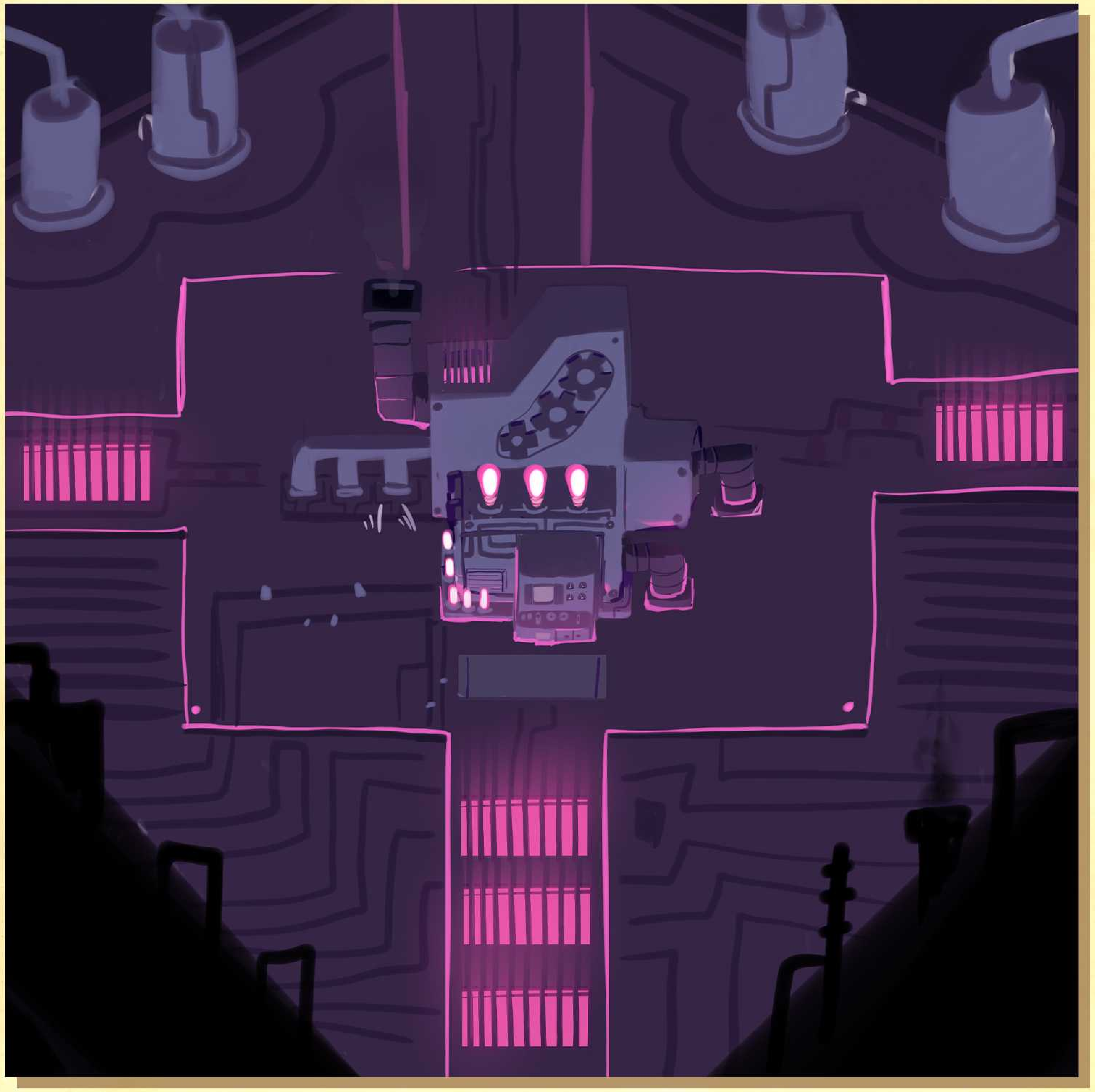
manta.png - 2018
GlitchedPie



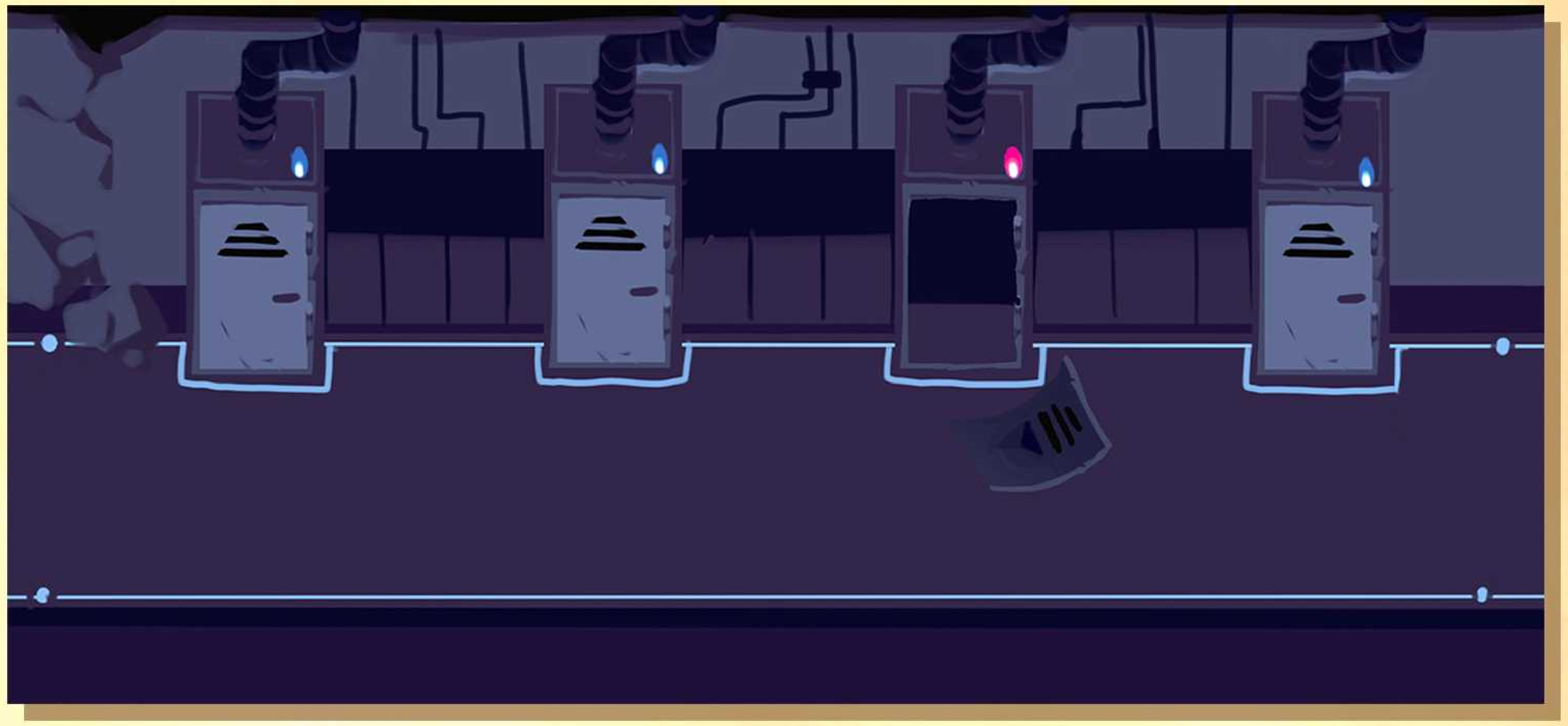
mockup4.png - 2018
GlitchedPie*



ugps steamworks.png - 2019
GlitchedPie



generator_room v2.png - 2019
Figburn

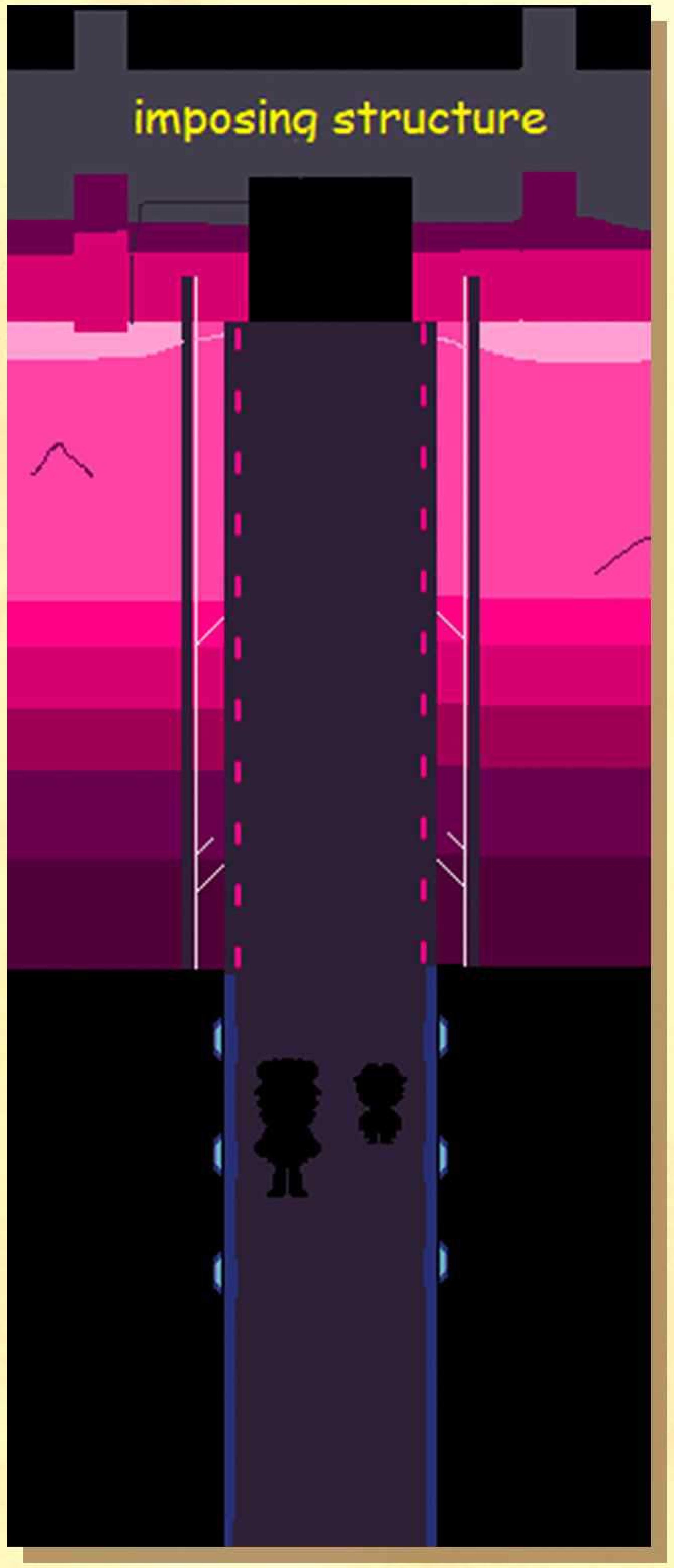


axis_room.png - 2020
Figburn

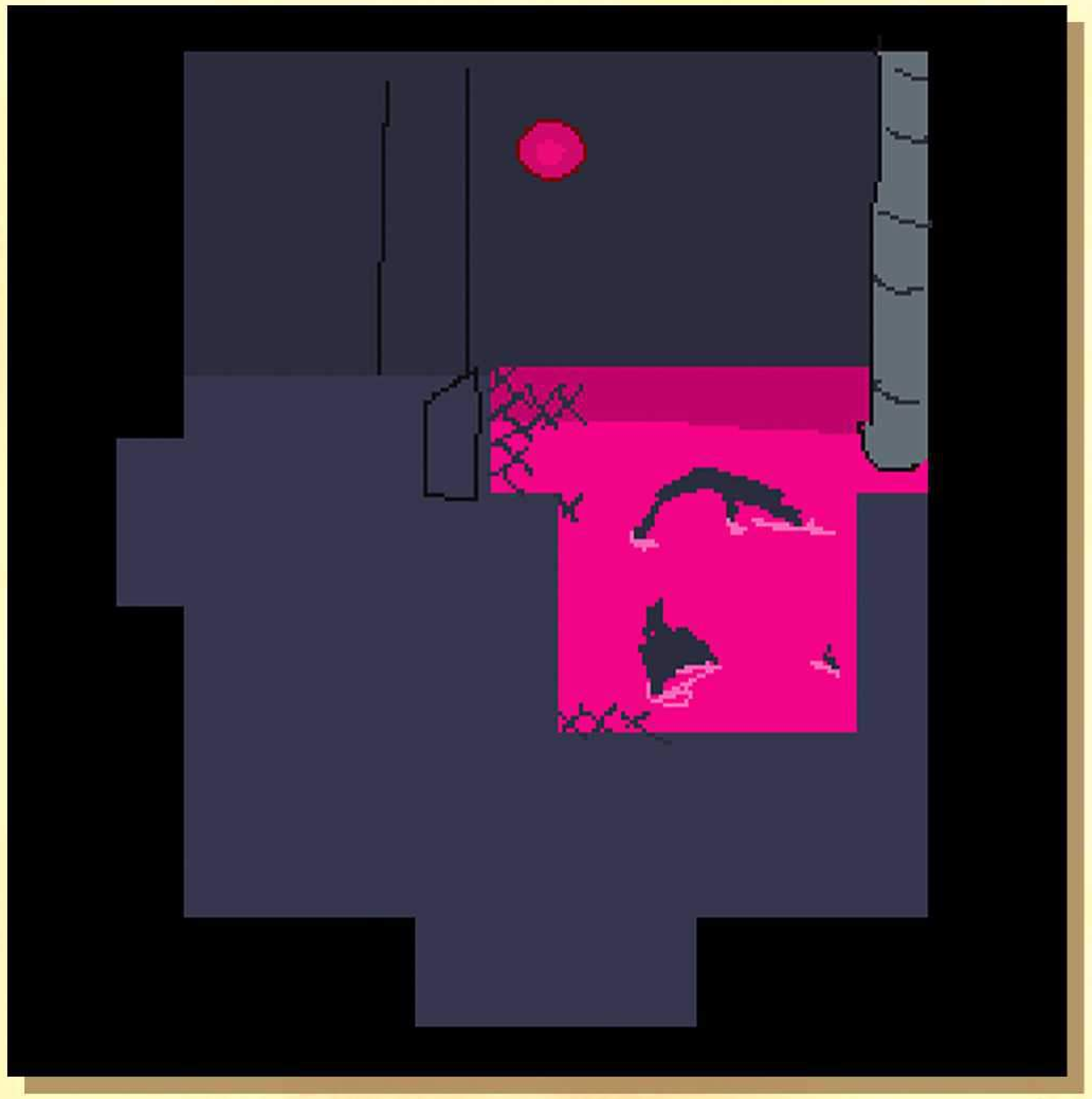
The power up sequence, and the Steamworks as a whole were mainly inspired by the old Aperture chapters of Portal 2 - which some have picked up on.

The second inspiration, especially for the “unnerving” Axis moments, was the sci-fi/horror elements of Metroid Fusion.

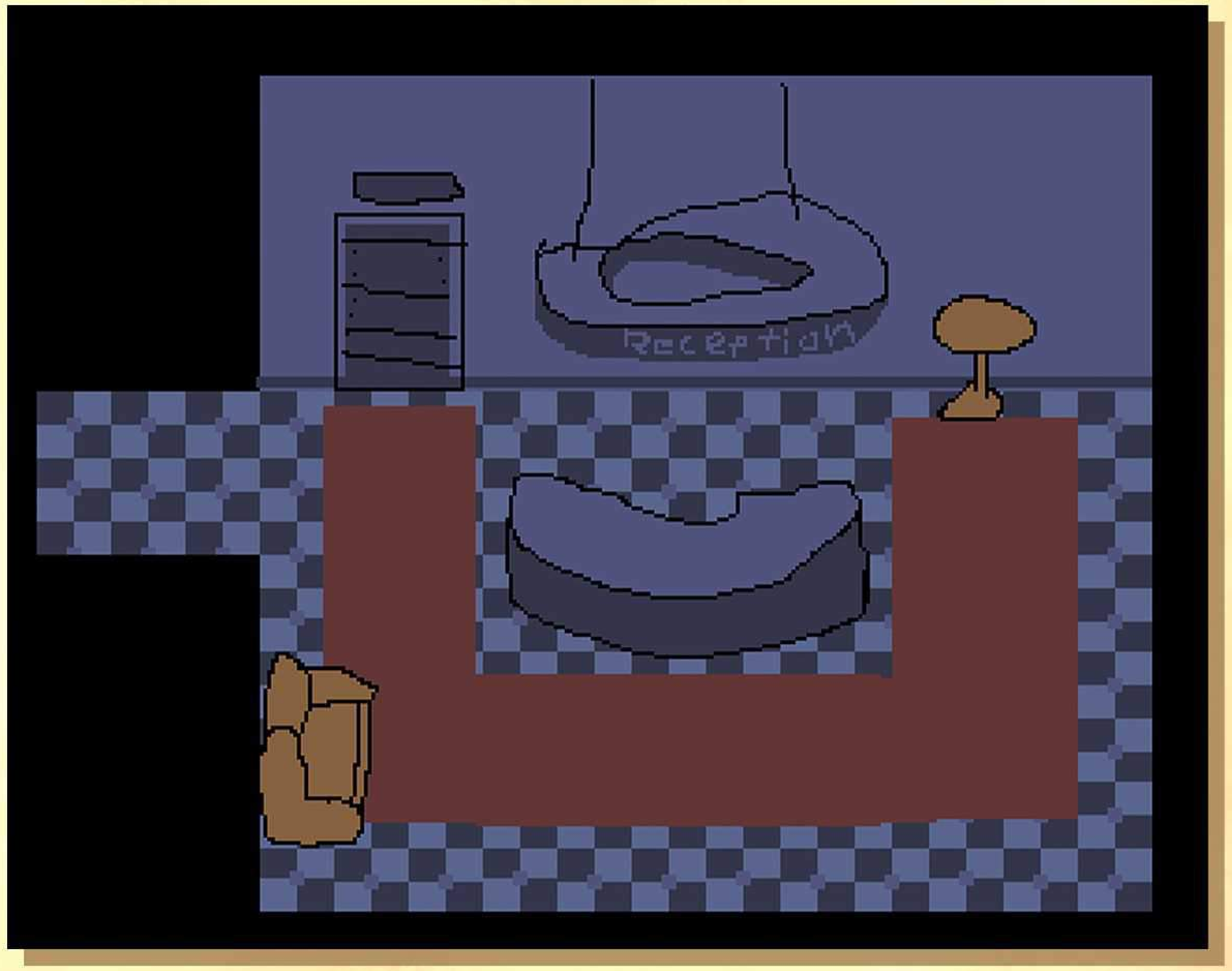
- Sword


imposing structure

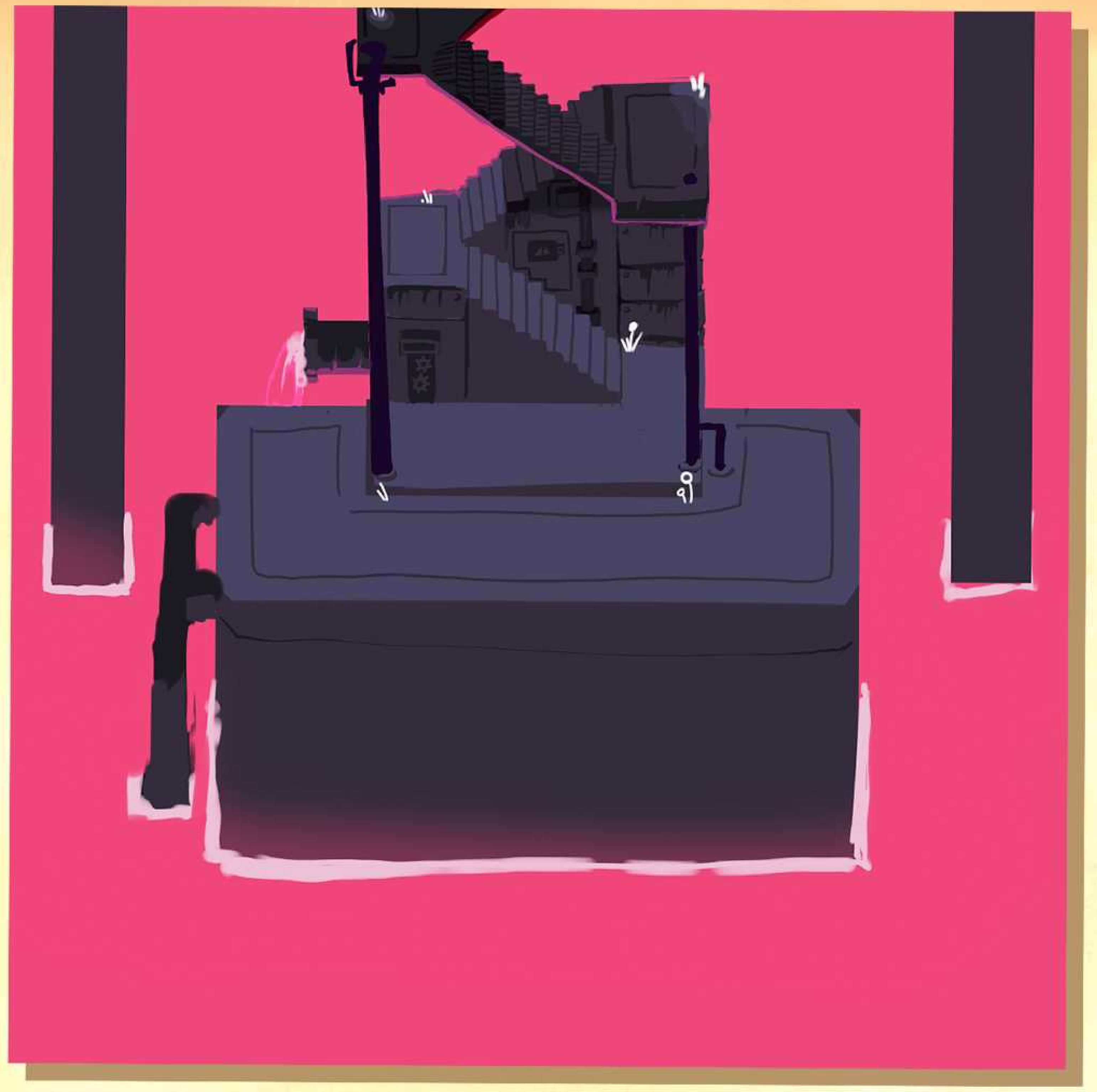
old steamworks entrance.png - 2019
GlitchedPie



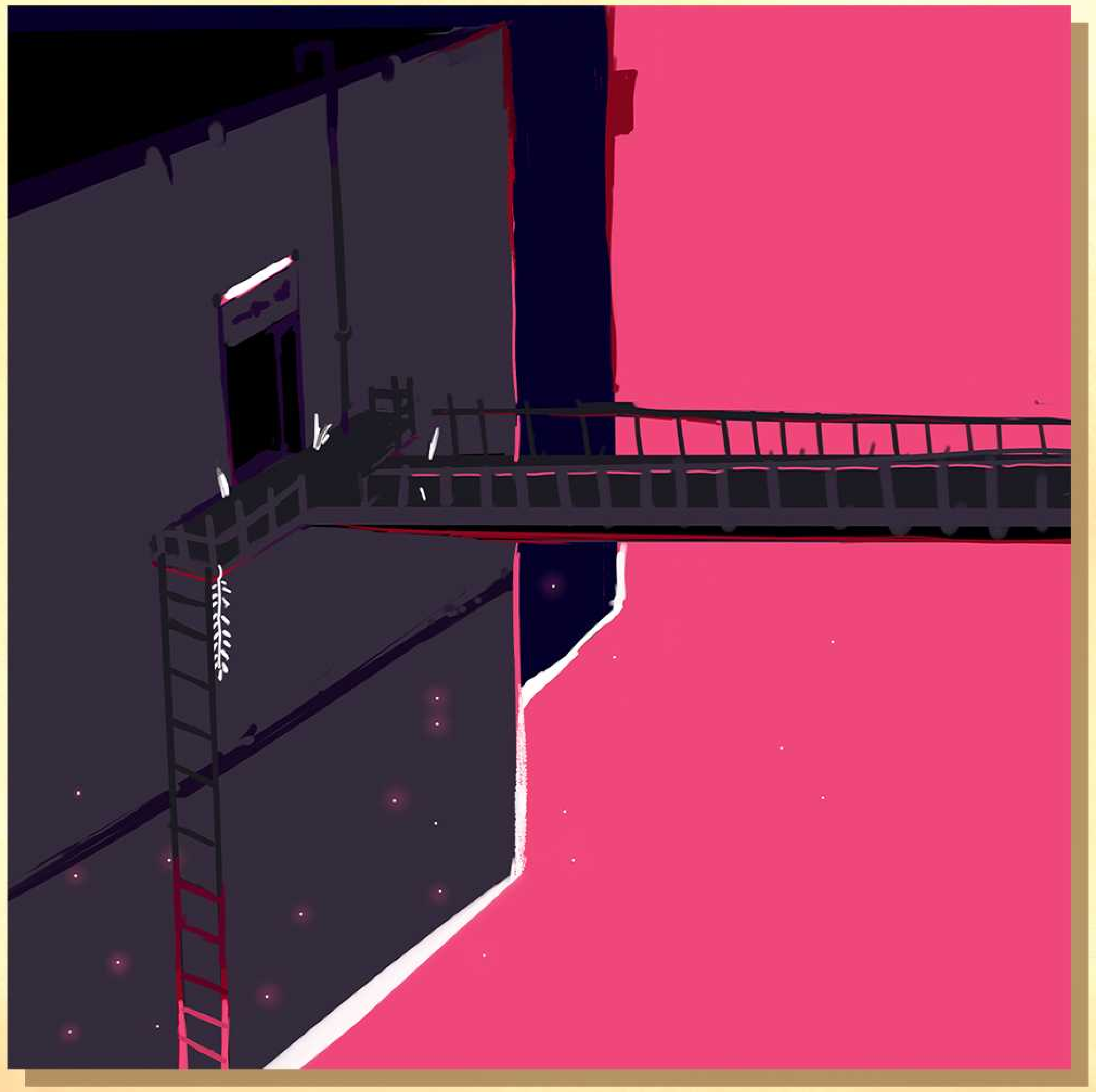
steamworks_idea.png - 2019
GlitchedPie



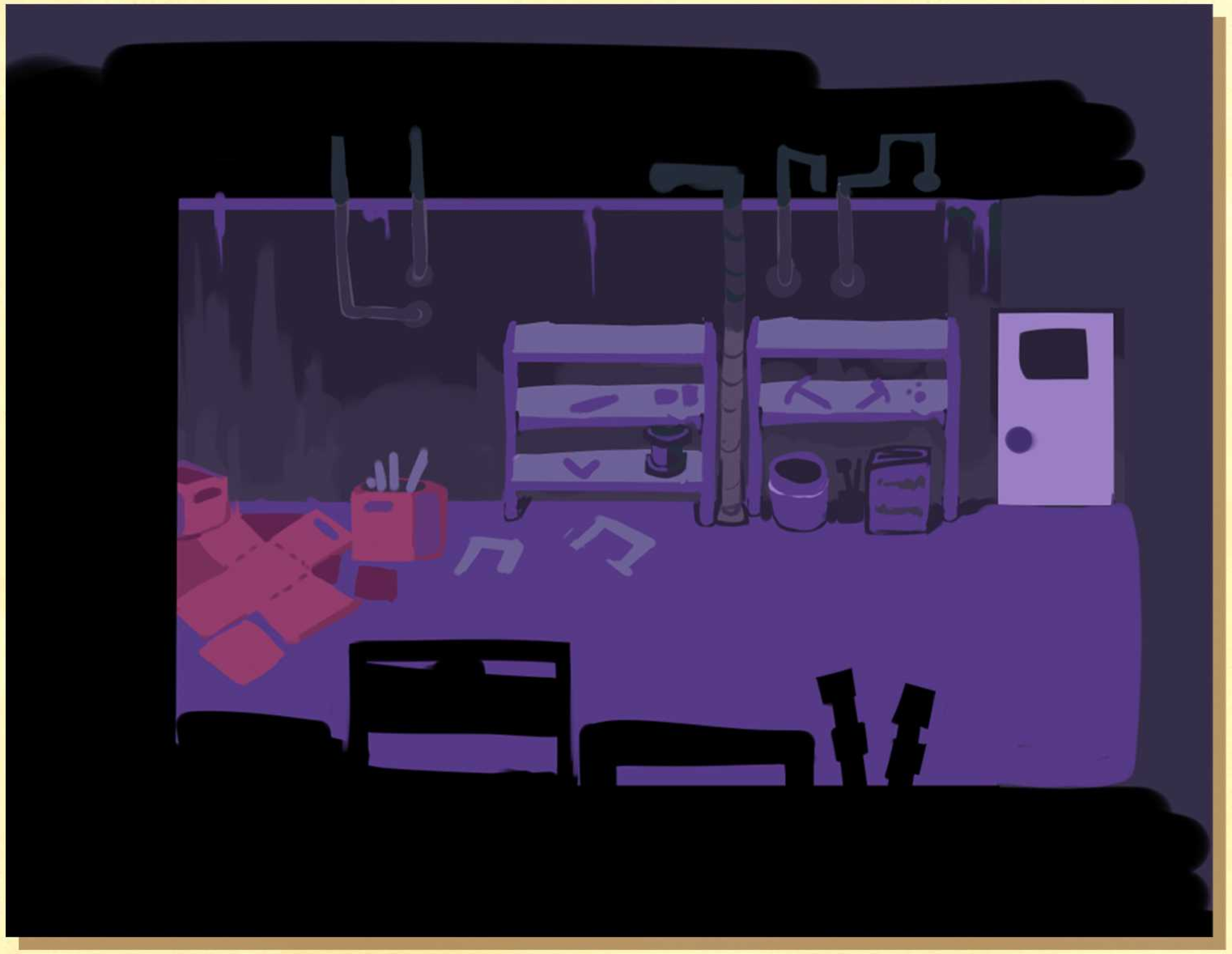
steamworks_reception.png - 2019
GlitchedPie



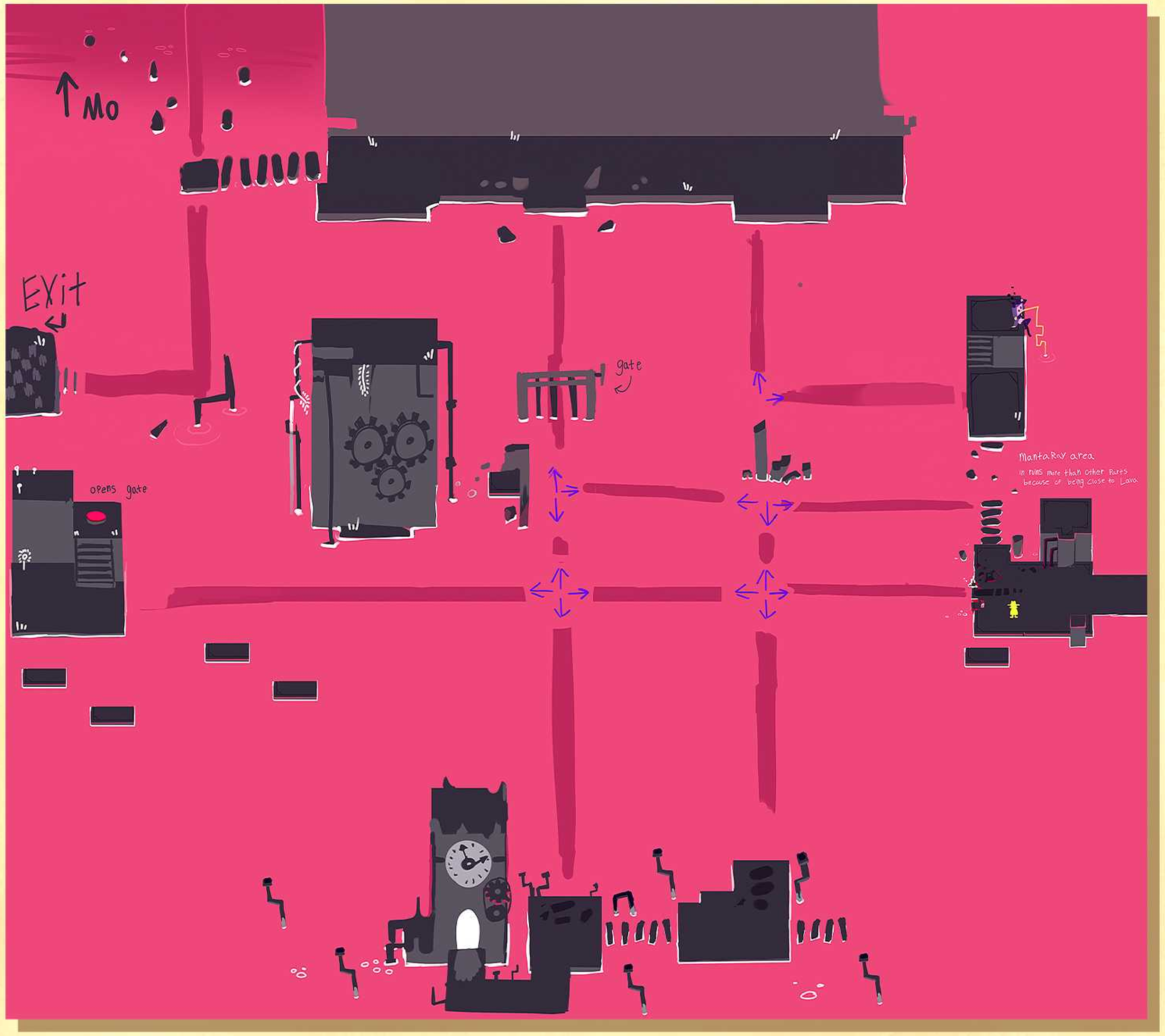
steamworks 08.png - 2020
Figburn



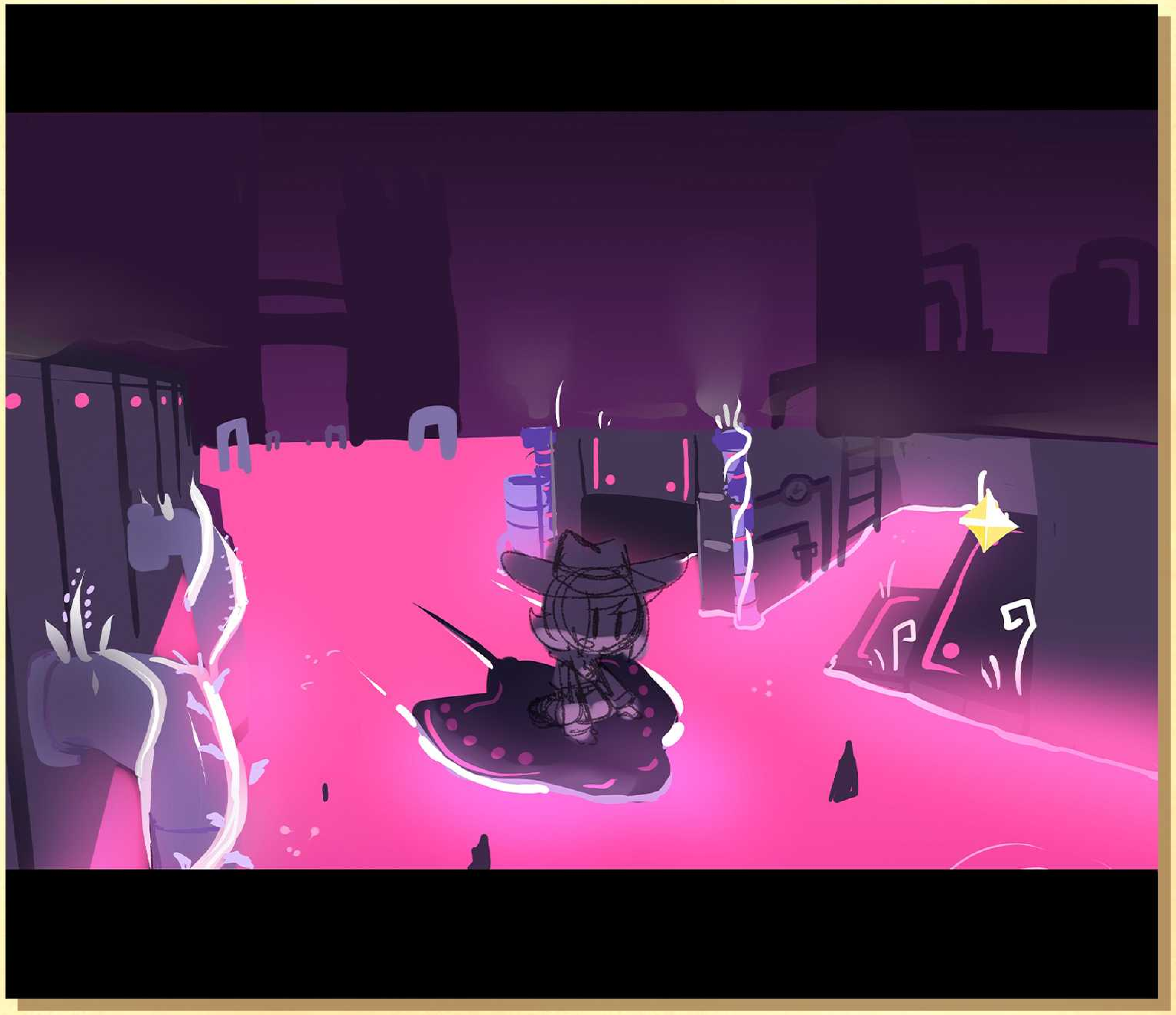
steamworks_building.png - 2020
Figburn



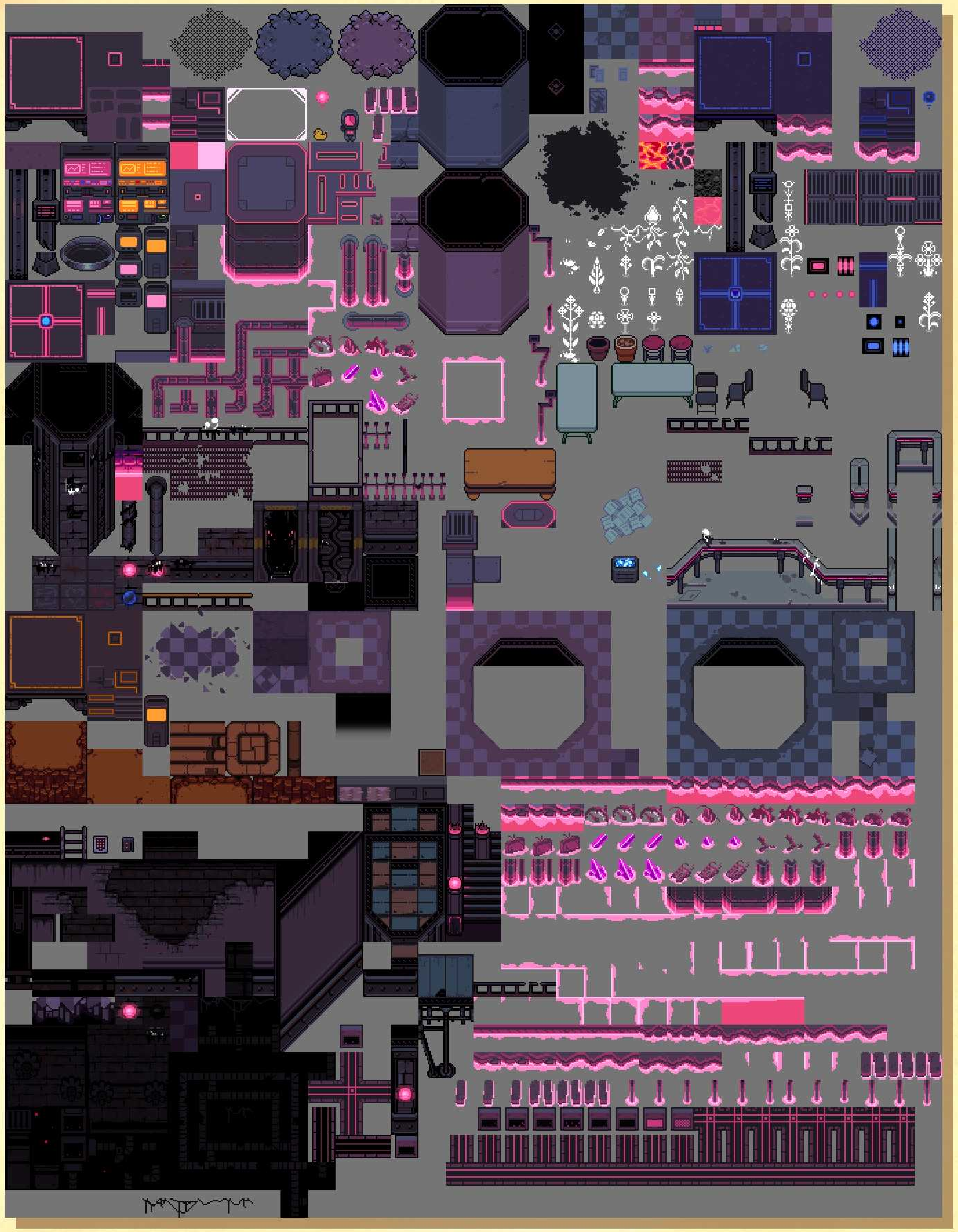
storage room.png - 2020
Figburn


Mo
Exit
gate
opens gate
MantaRay area
in ruins more than other parts
because of being close to Lava

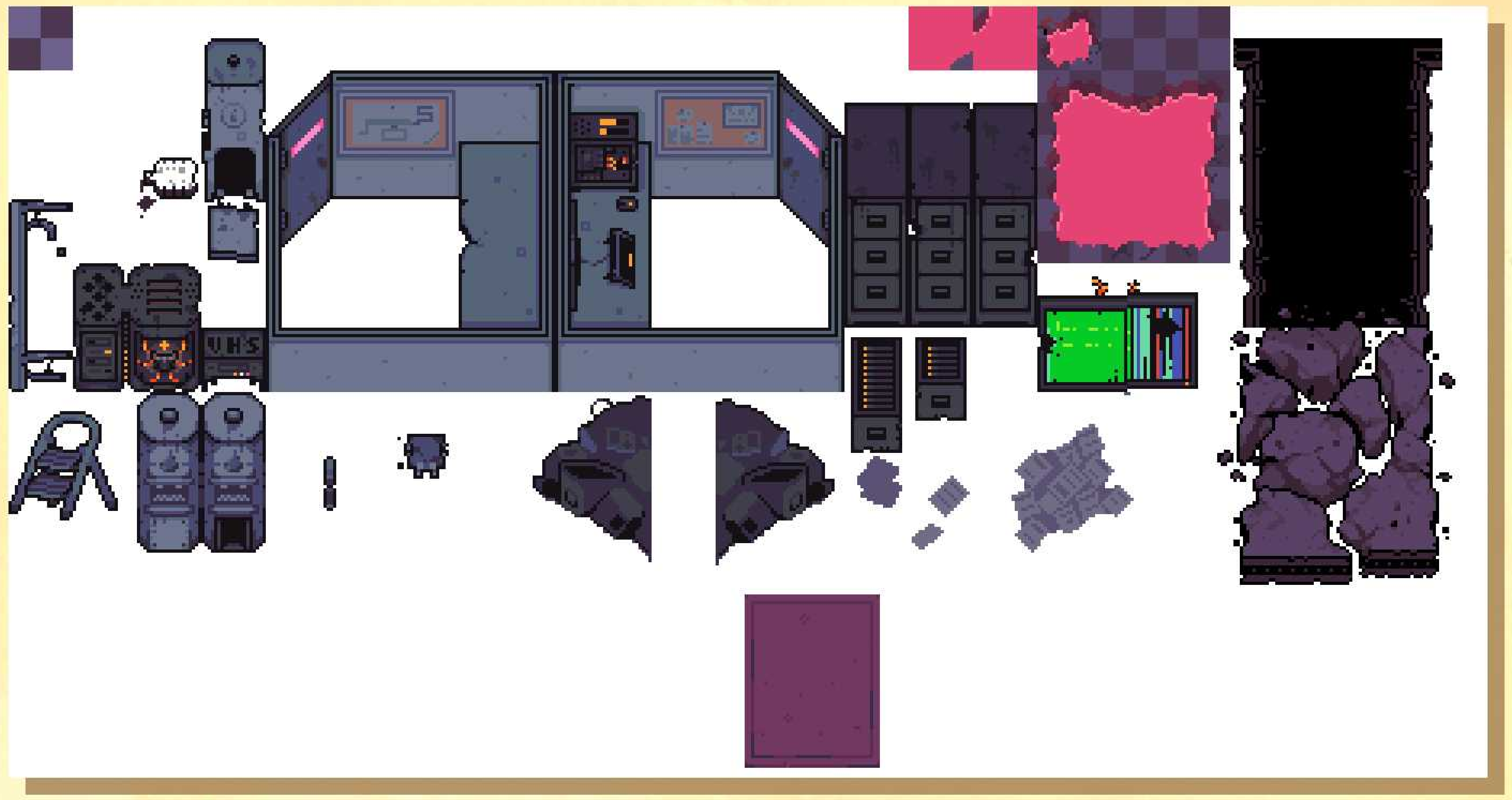
mantaray_section.png - 2020
Figburn



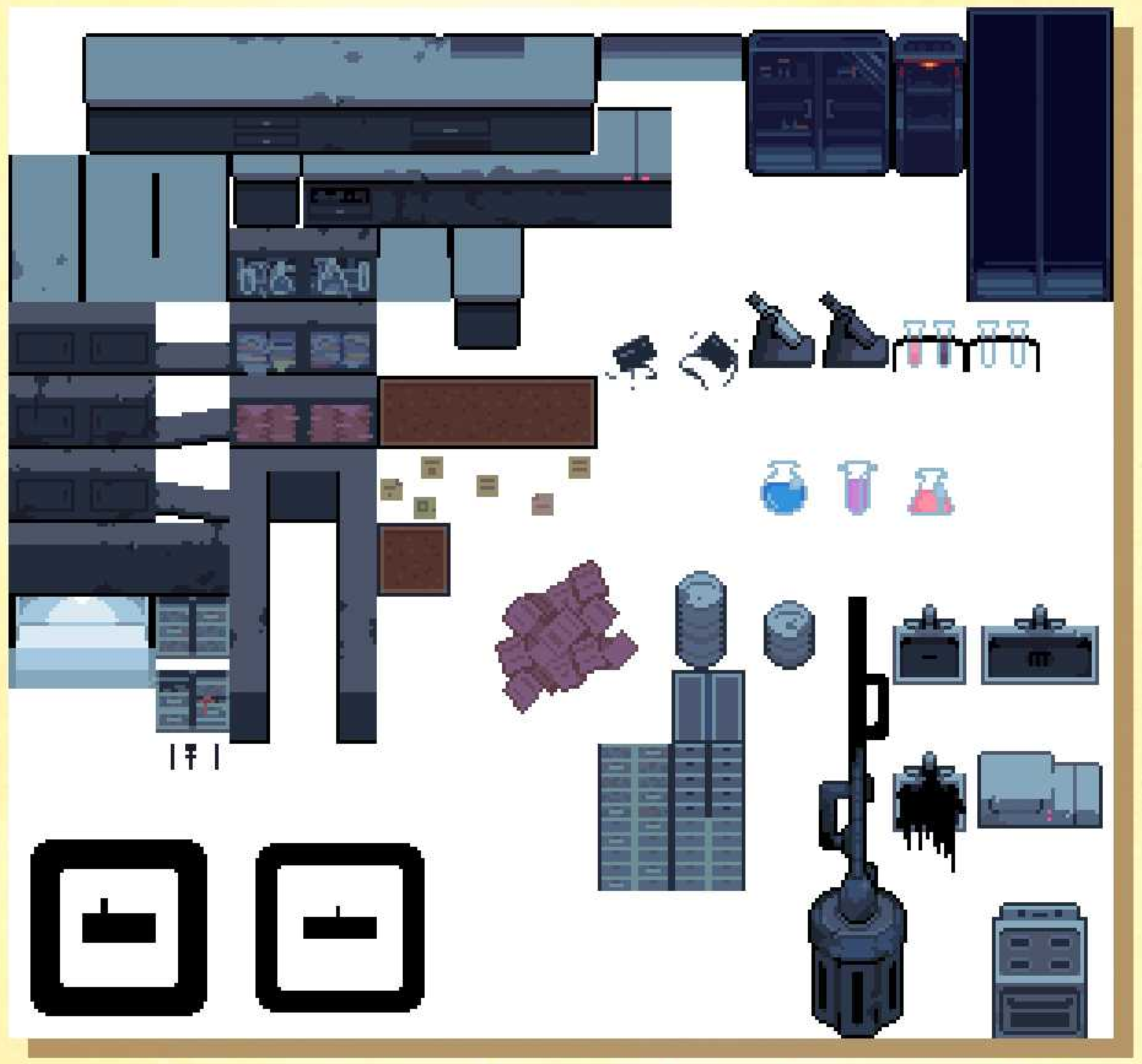
manta ride.png - 2020
Figburn



steamworks_tiles.png - 2019-2023
GlitchedPie, AeroArtwork



chase_tiles.png - 2020-2023
GlitchedPie

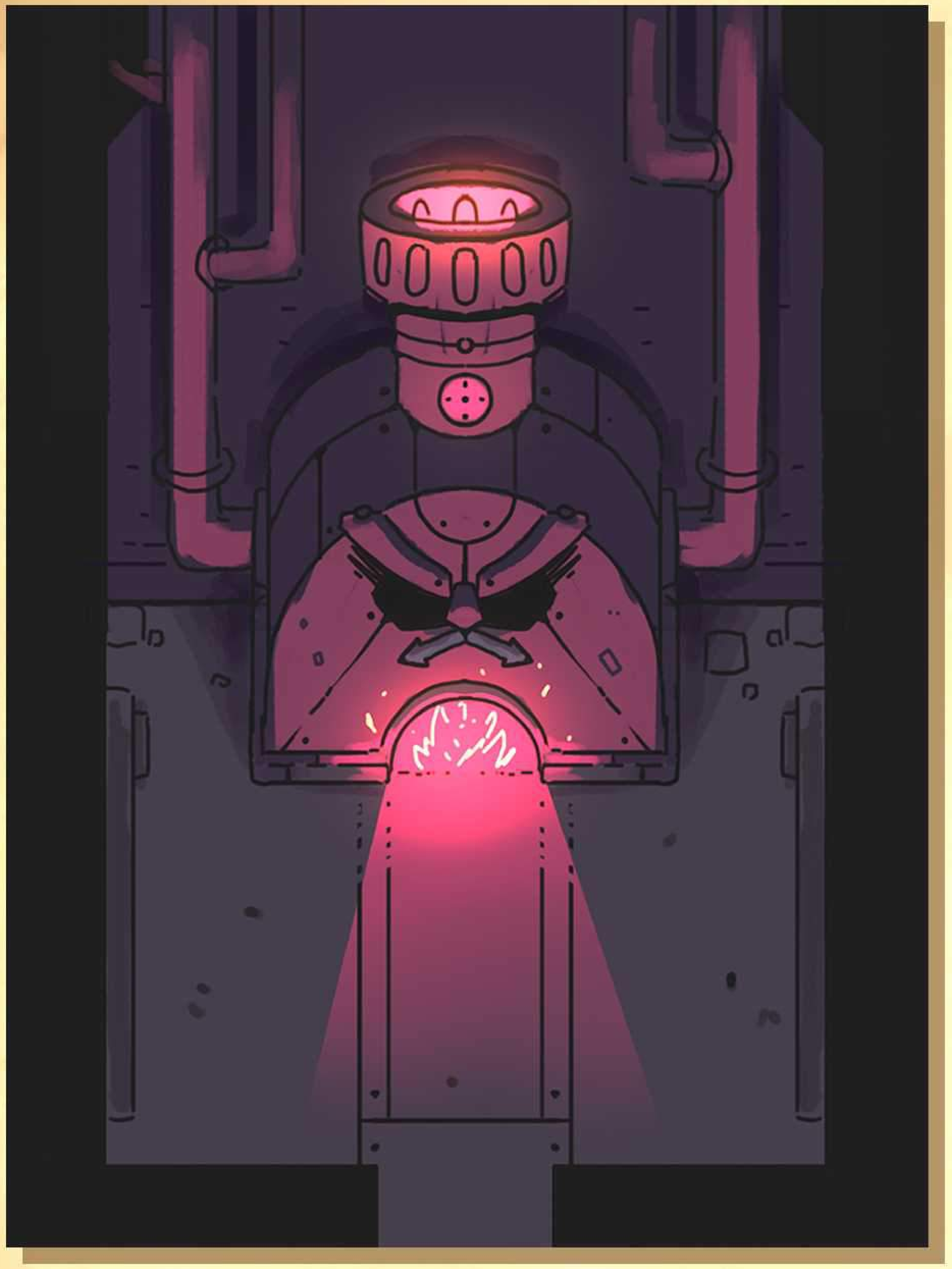


chem_sheet.png - 2021
GlitchedPie

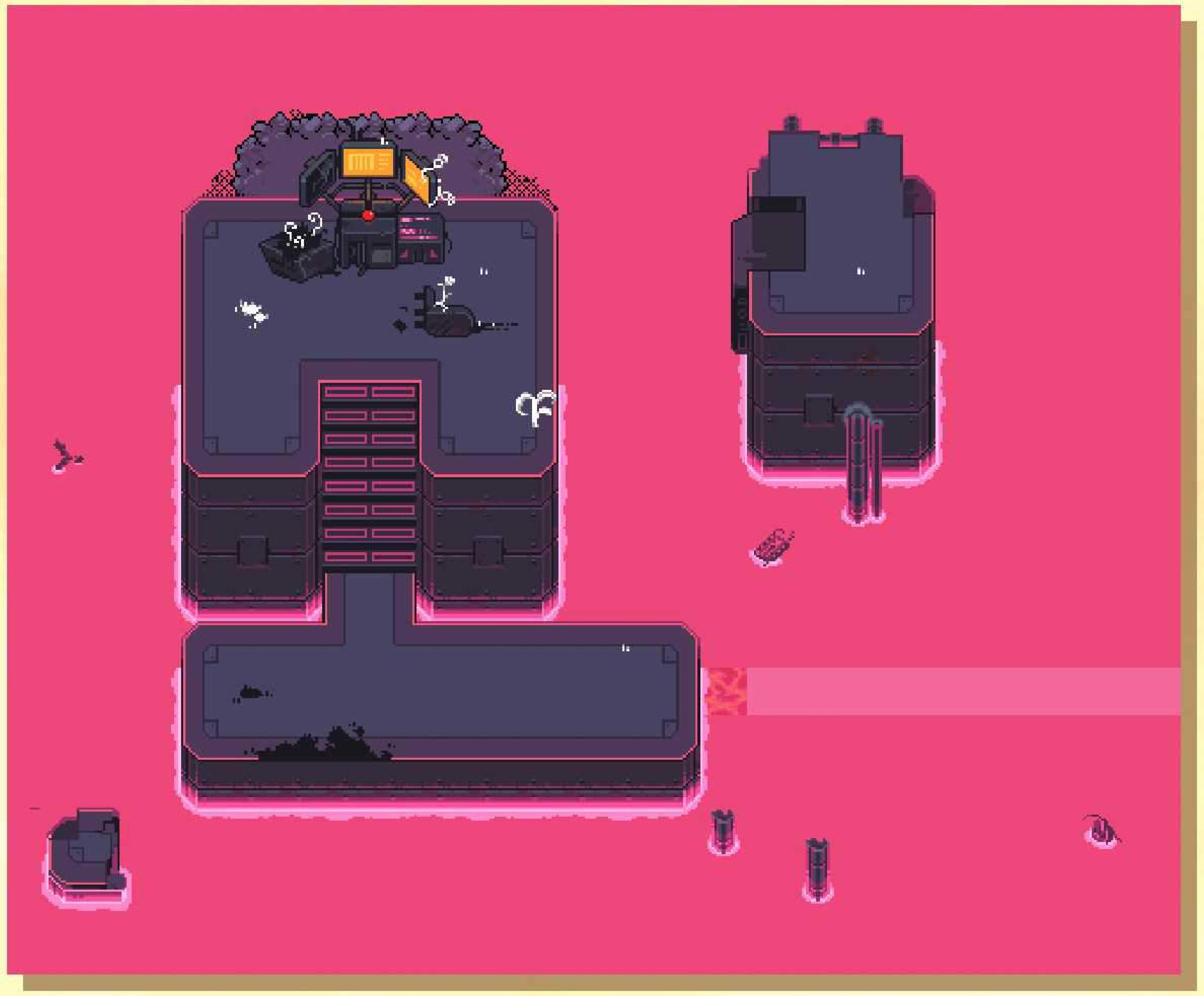
For the incredible amount of unique tiles the Steamworks has, you don’t notice it very much.

Reusing floors and walls definitely helped keep it feeling uniform.

- Sword



time furnace.png - 2020
Gaziter

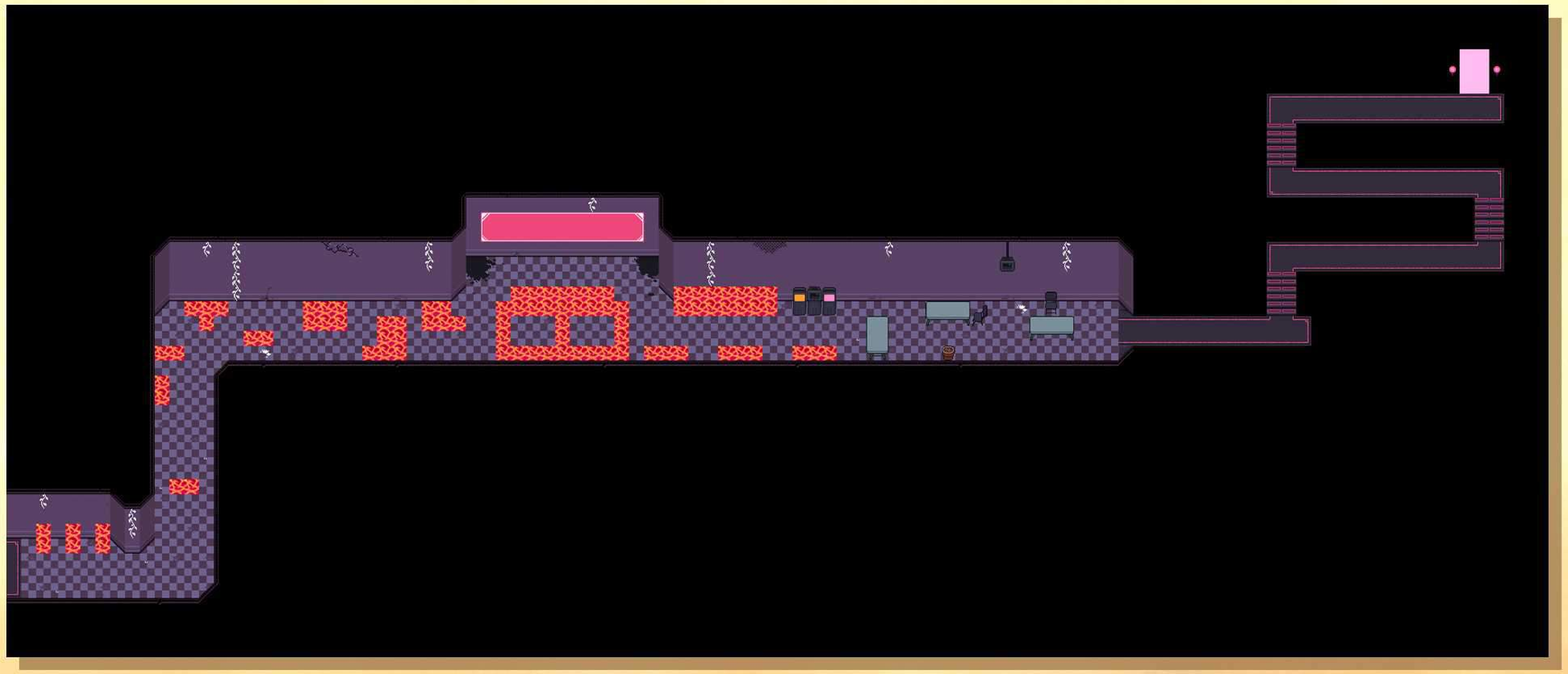


Steamworks_16B.png - 2020
MasterSwordRemix*

The first steam vent room was the only time that obstacle appeared in the area until we did Steamworks polish in late 2022.

I realized it was odd that such a reusable “puzzle” appeared just once when it could be iterated on, so a few rooms were remixed and added so the vents got more use.

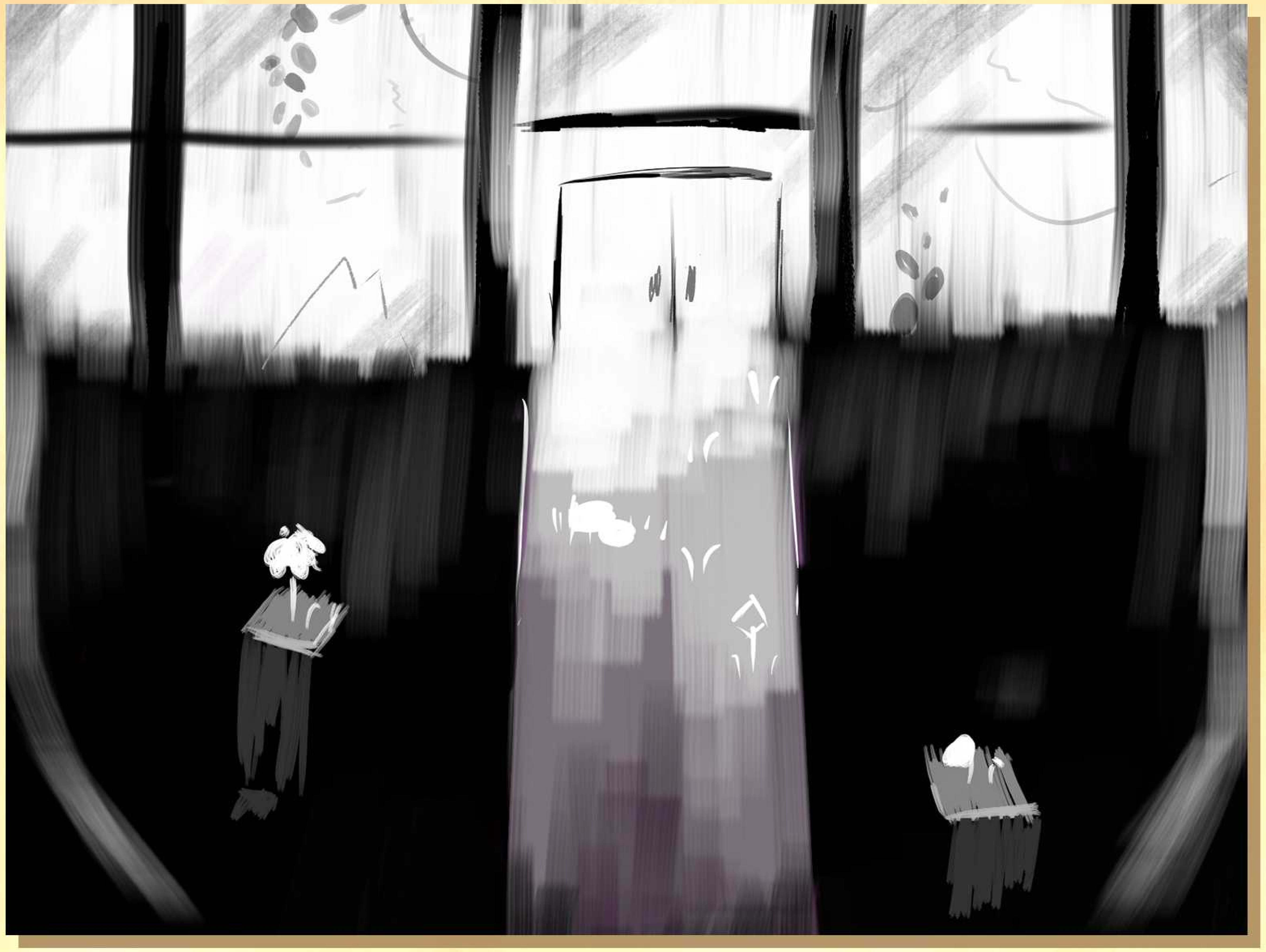
- Sword



Steamworks_20.png - 2020
MasterSwordRemix*

My first pass on the chase room was way too short, or not short enough, depending on who you ask.

- Sword

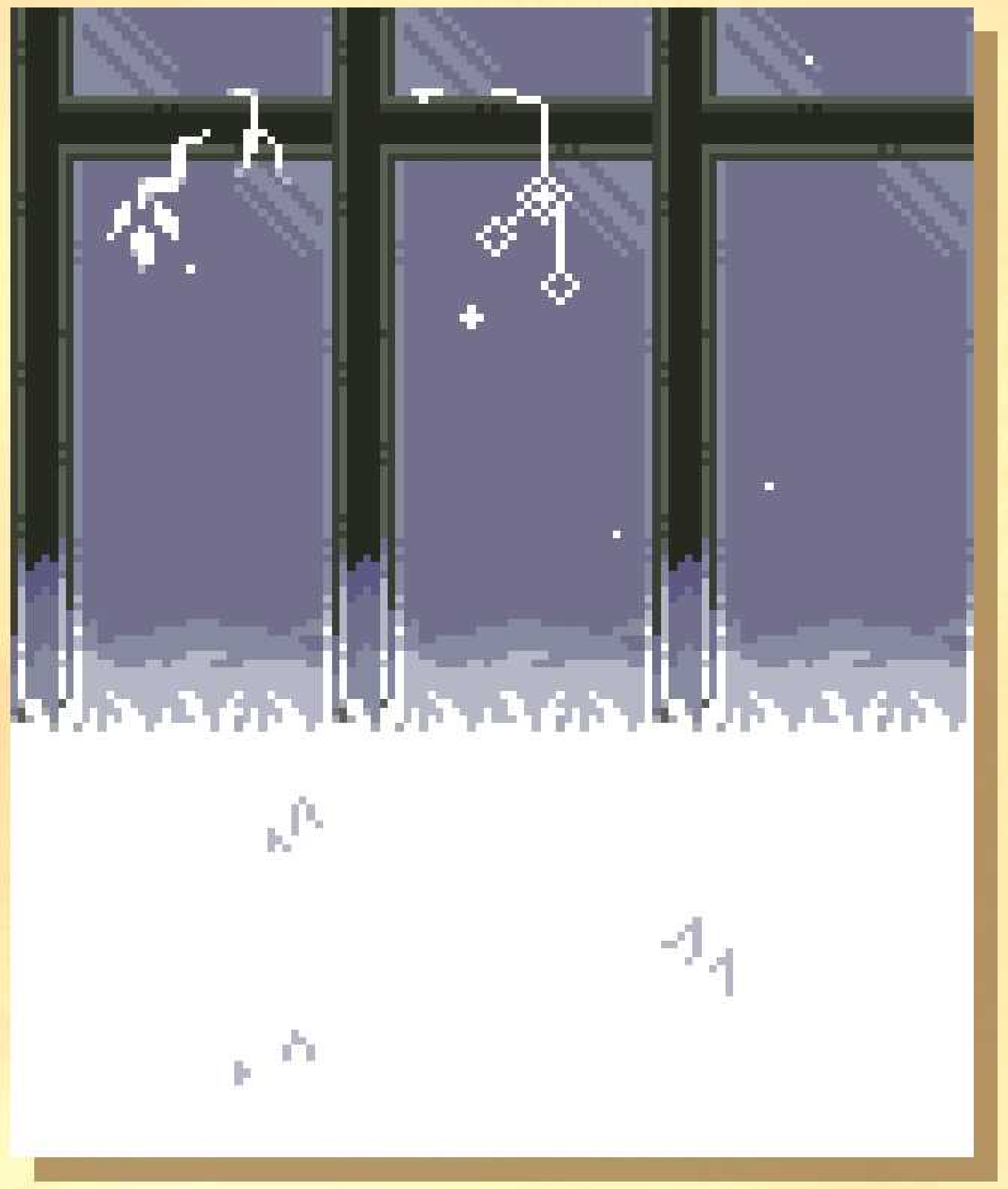


greenhouse_concept.png - 2020
GlitchedPie

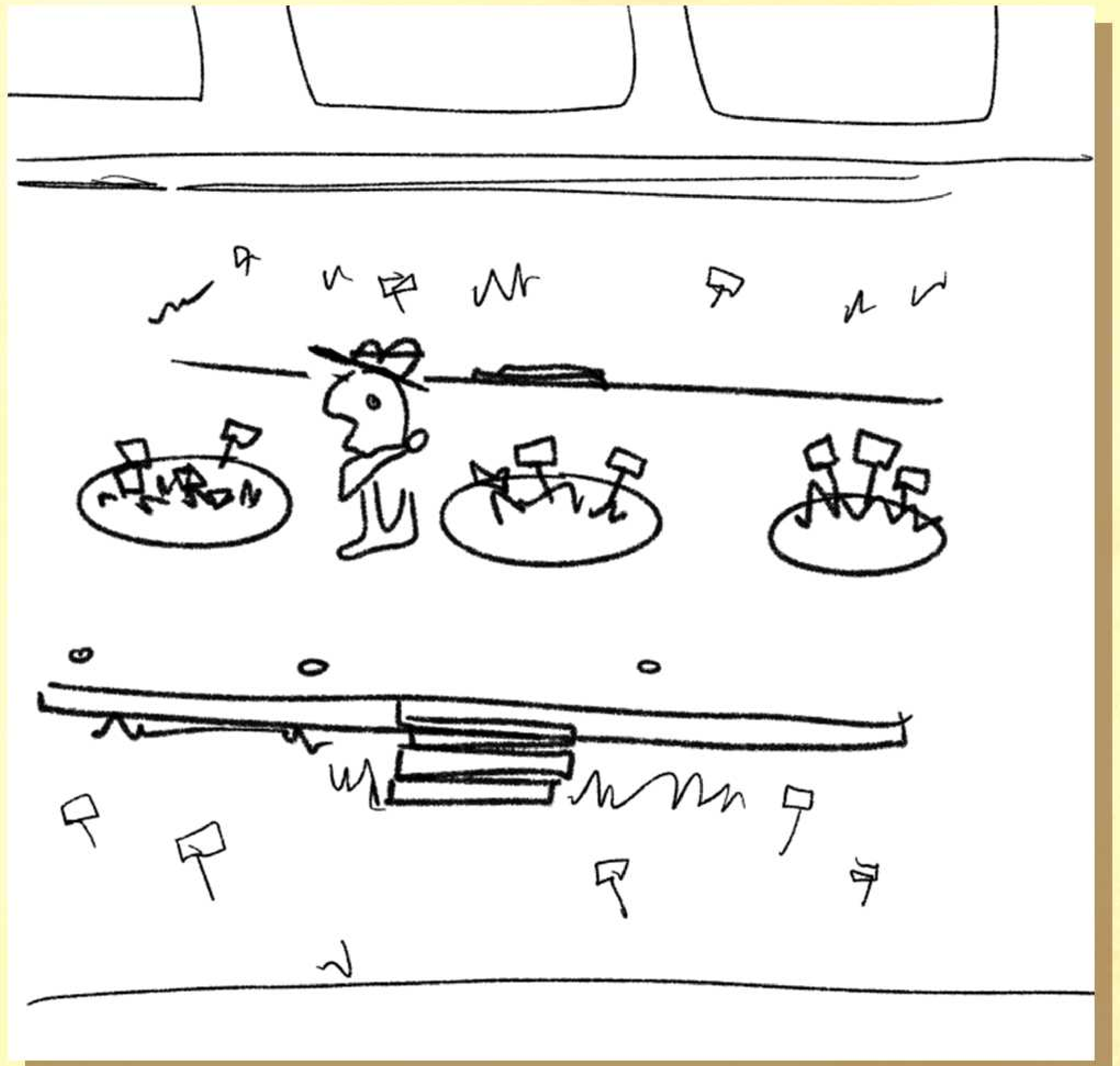
The Greenhouse was created from a need to house the area’s miniboss, Guardener, and to show a source of the strange overgrowth sprinkled throughout the Steamworks.

Once the “energy crisis” aspect was added to the lore, the plants were given a real purpose besides looking neat. It all tumbled into place quite nicely, I think.

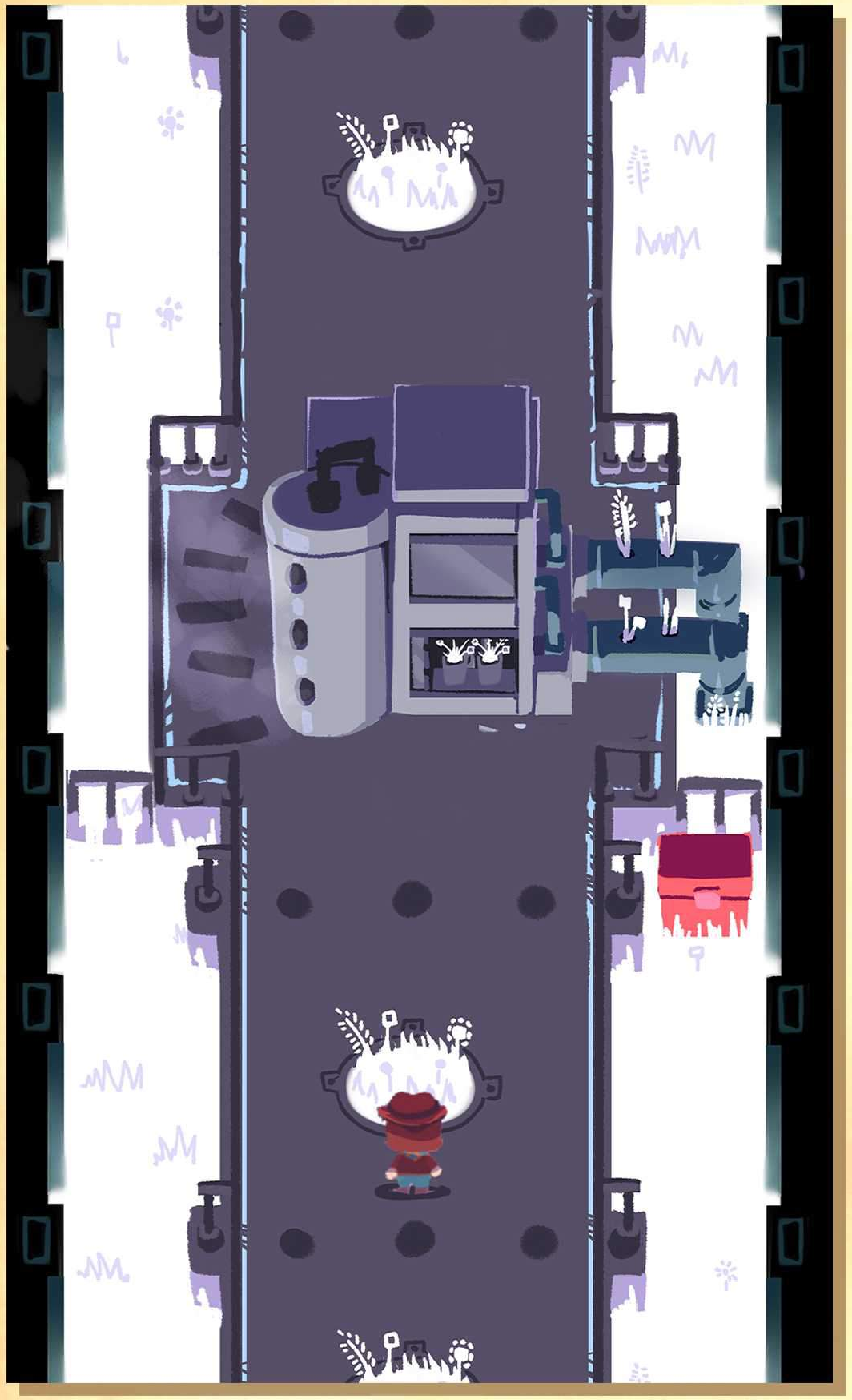
- Sword



greenhouse look.png - 2020
GlitchedPie

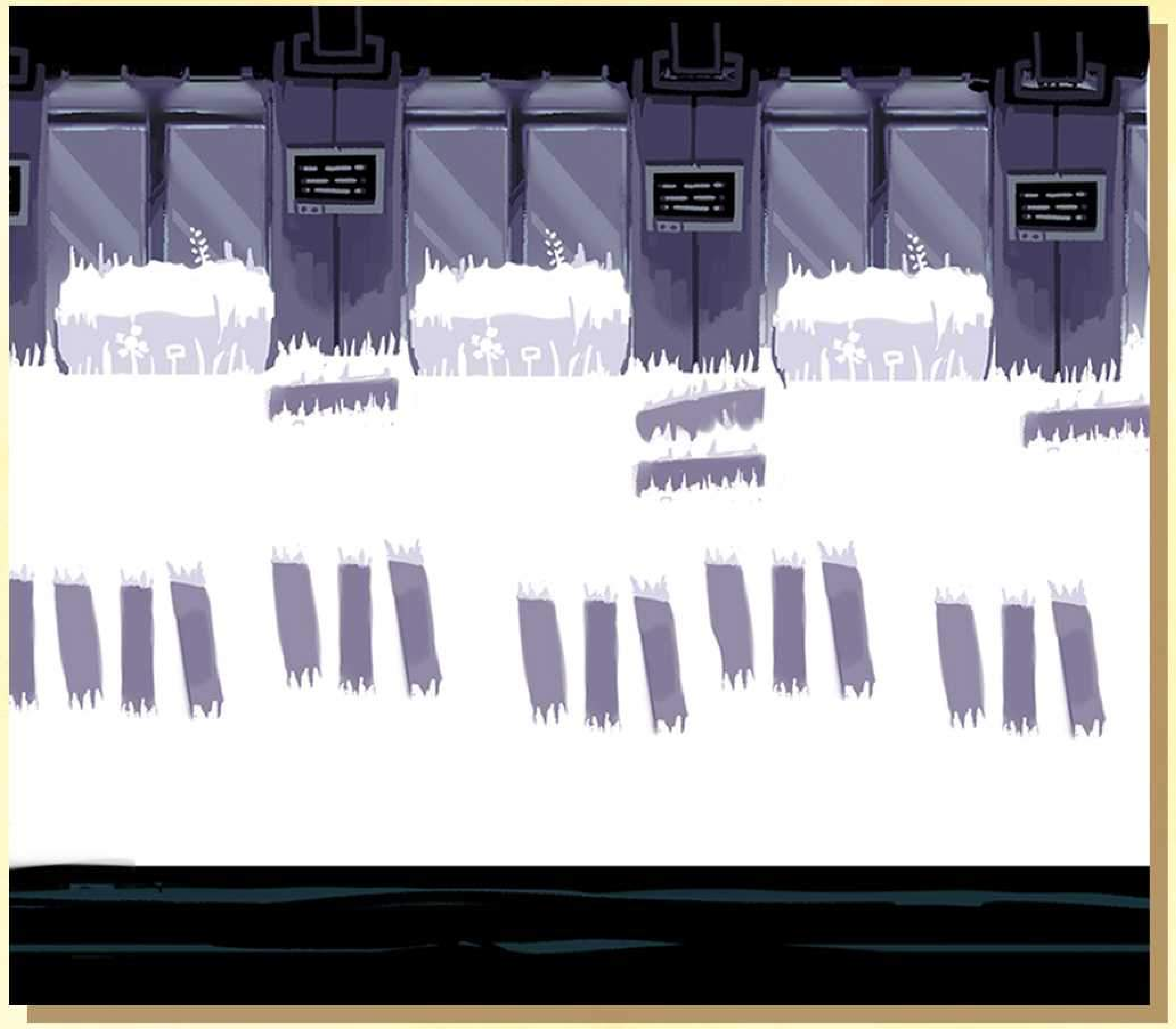


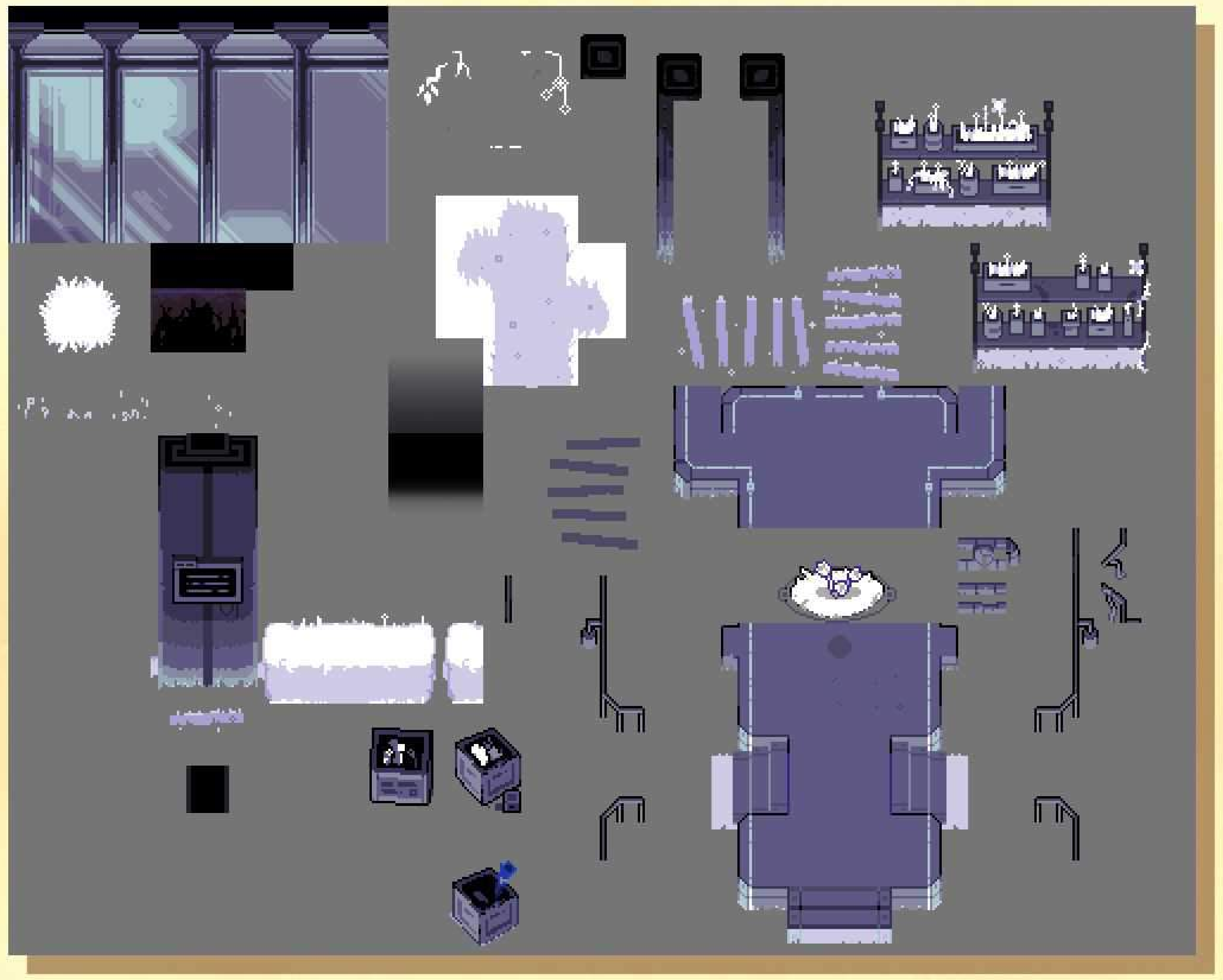
miniboss concept i guess.png - 2020
Figburn



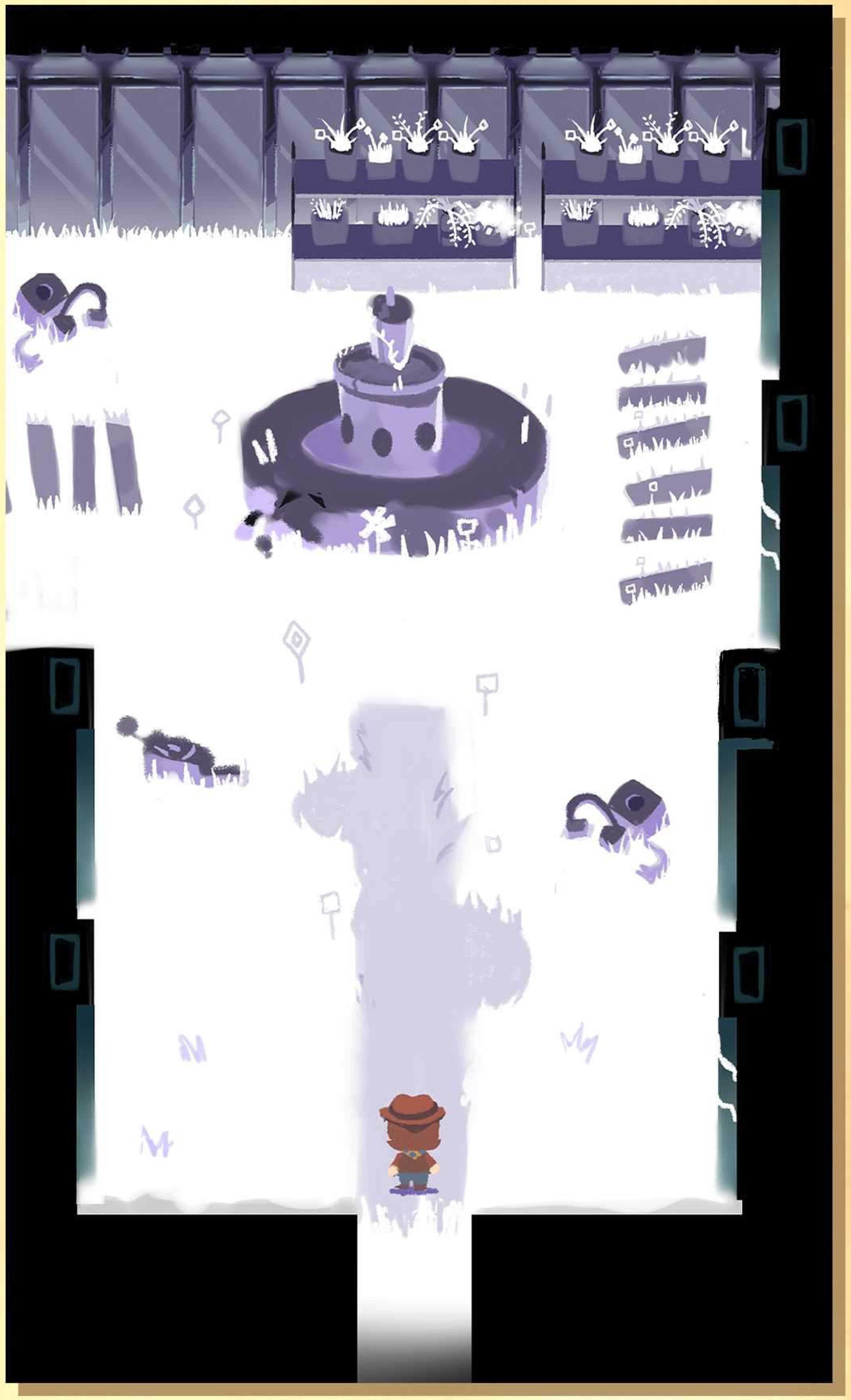
greenhouse_boss_room.png - 2020
Figburn

steamworks_path.png - 2020
Figburn

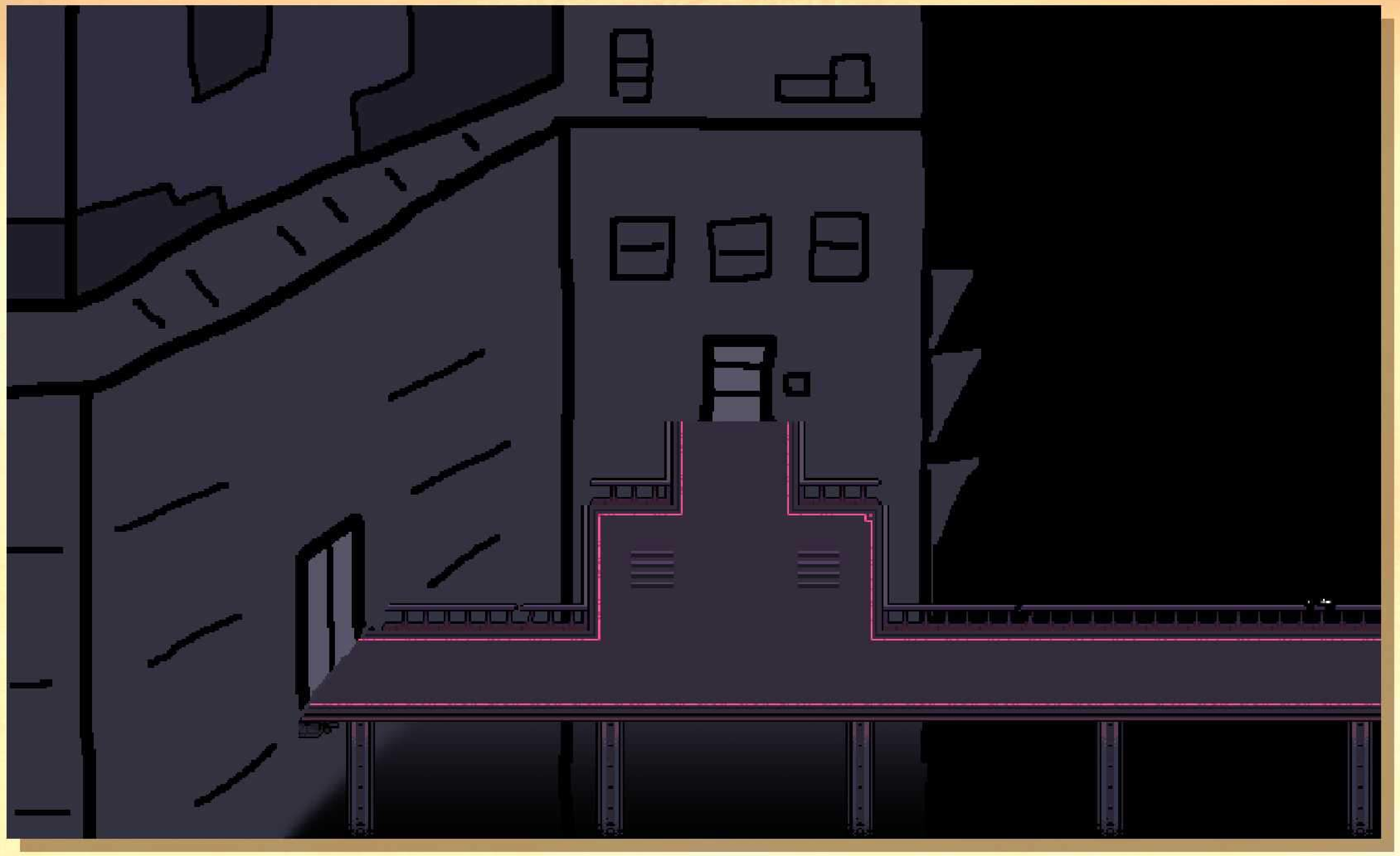




greenhouse_tileset.png - 2020
GlitchedPie



greenhyouse.png - 2020
Figburn

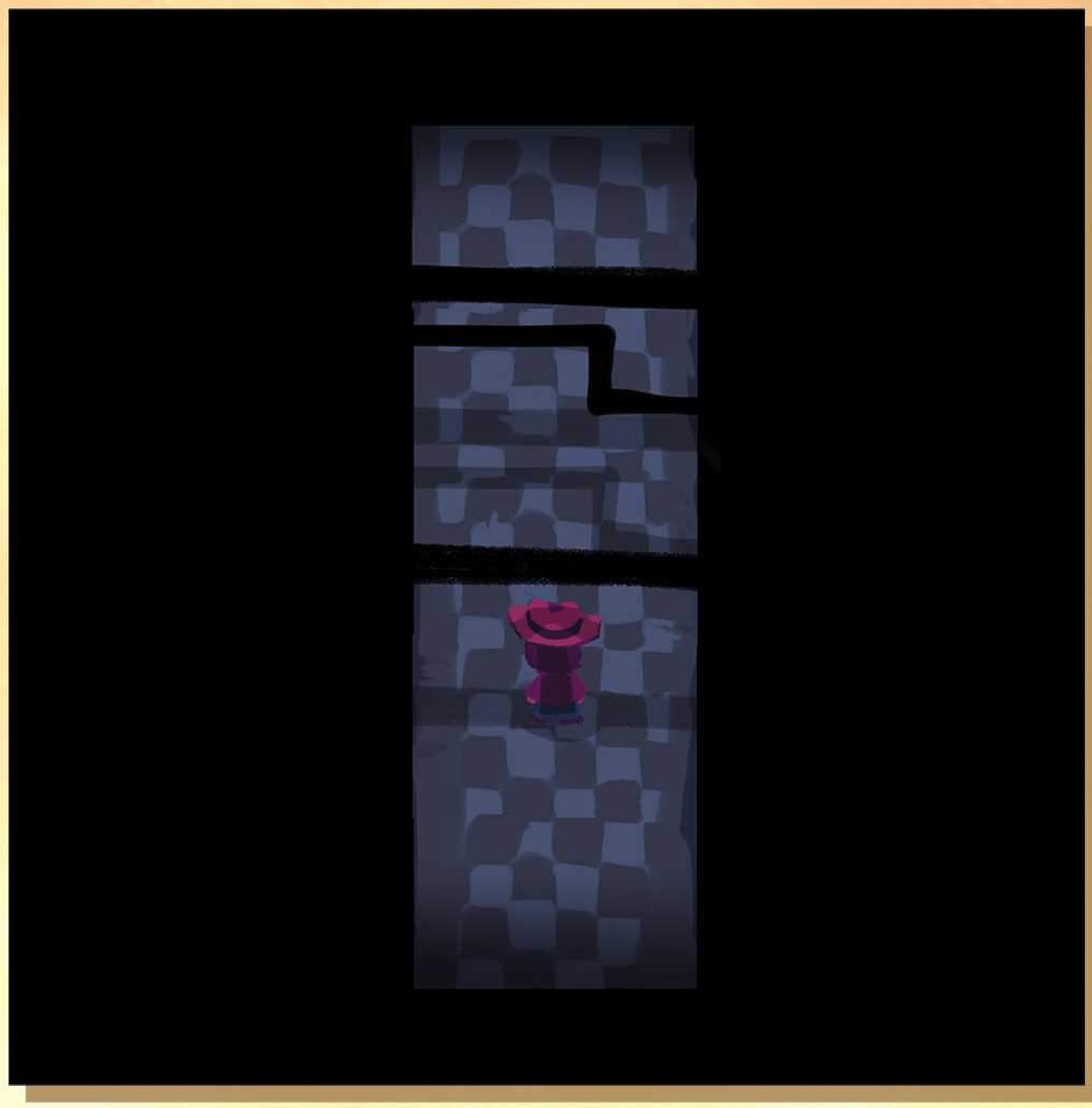


Steam_Entrances_Rough.png - 2020
MasterSwordRemix

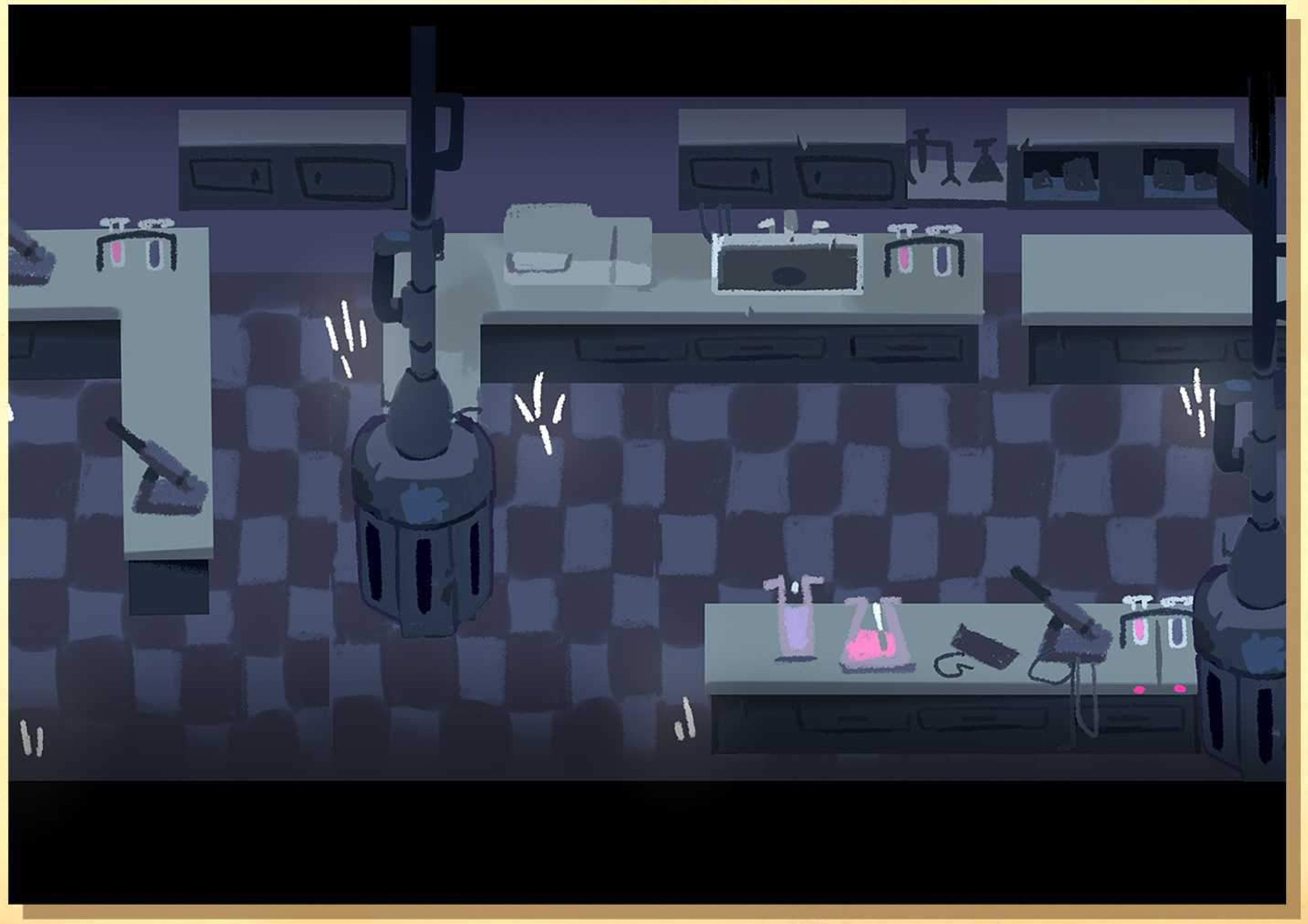
The split path idea stemmed from an old Snowdin map shown earlier where two directions would result in different experiences, but the player could only choose one per run.

It didn’t work there because there was too much we needed every player to see, but the Steamworks persented a good opportunity to shake things up and give more exclusive content to different routes.

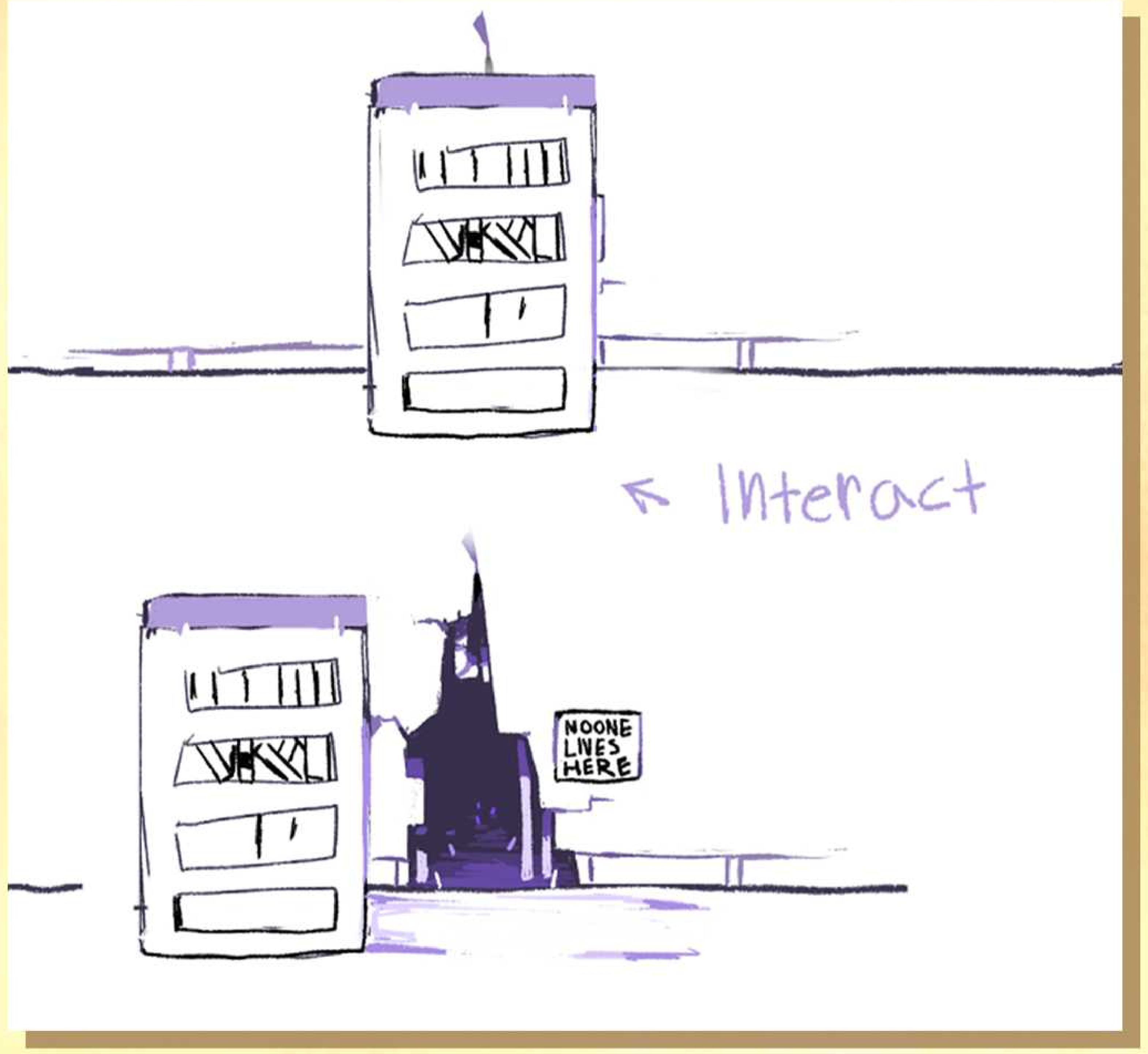
- Sword



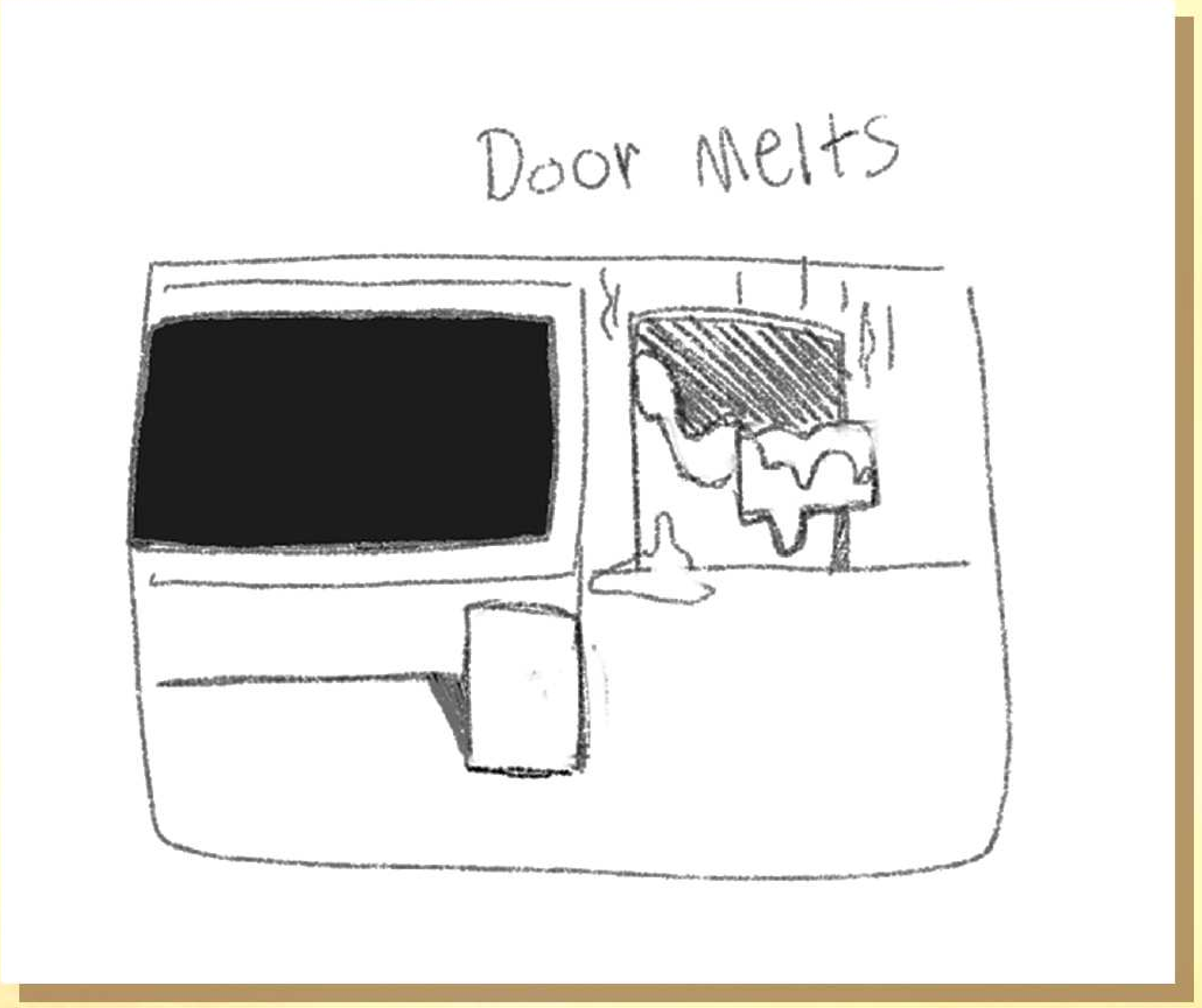
chemestry_hall.png - 2020
Figburn



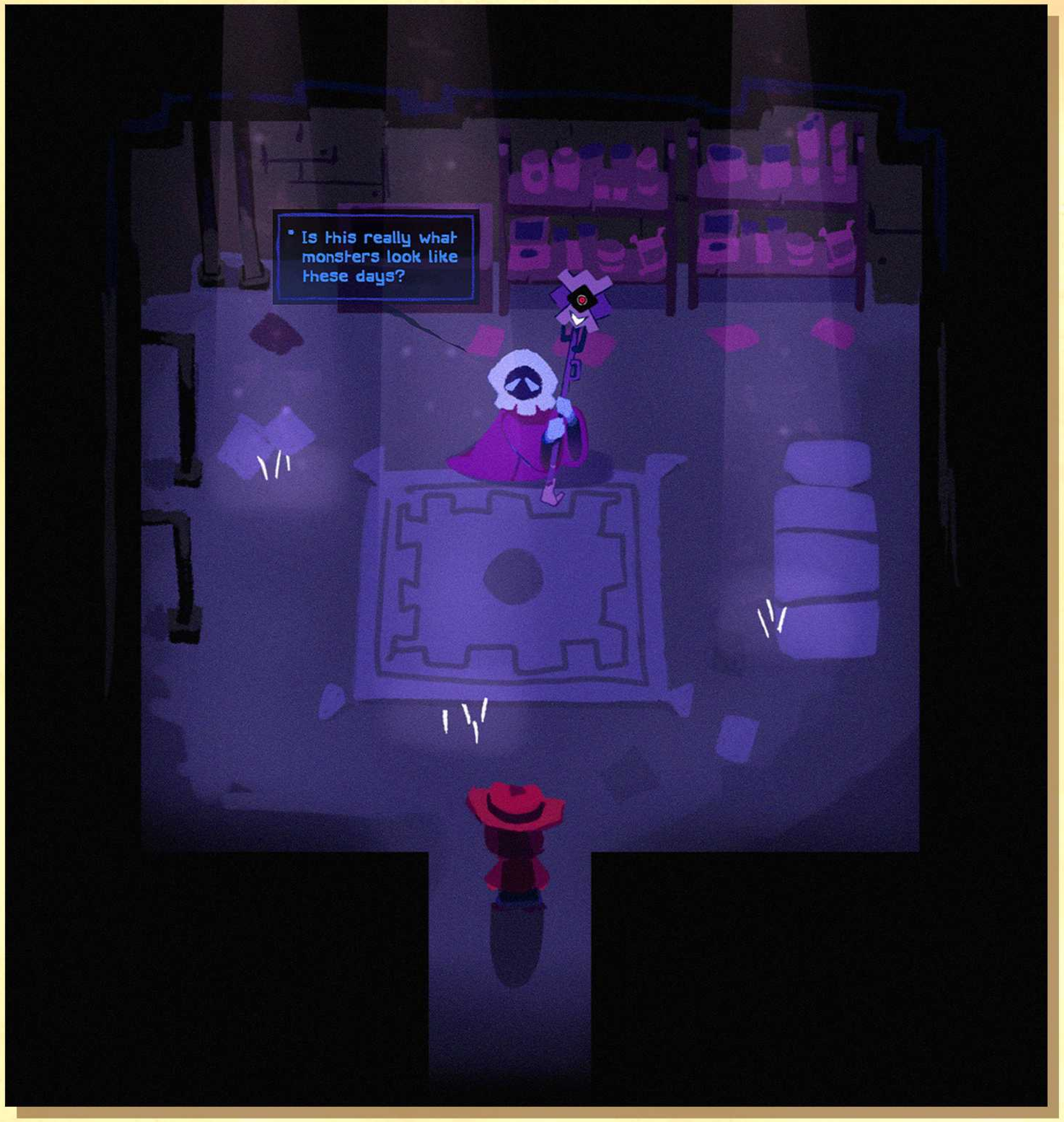
steamworks_chem_design.png - 2020
Figburn


Interact
NOONE LIVES HERE

hermit cave.png - 2020
Figburn



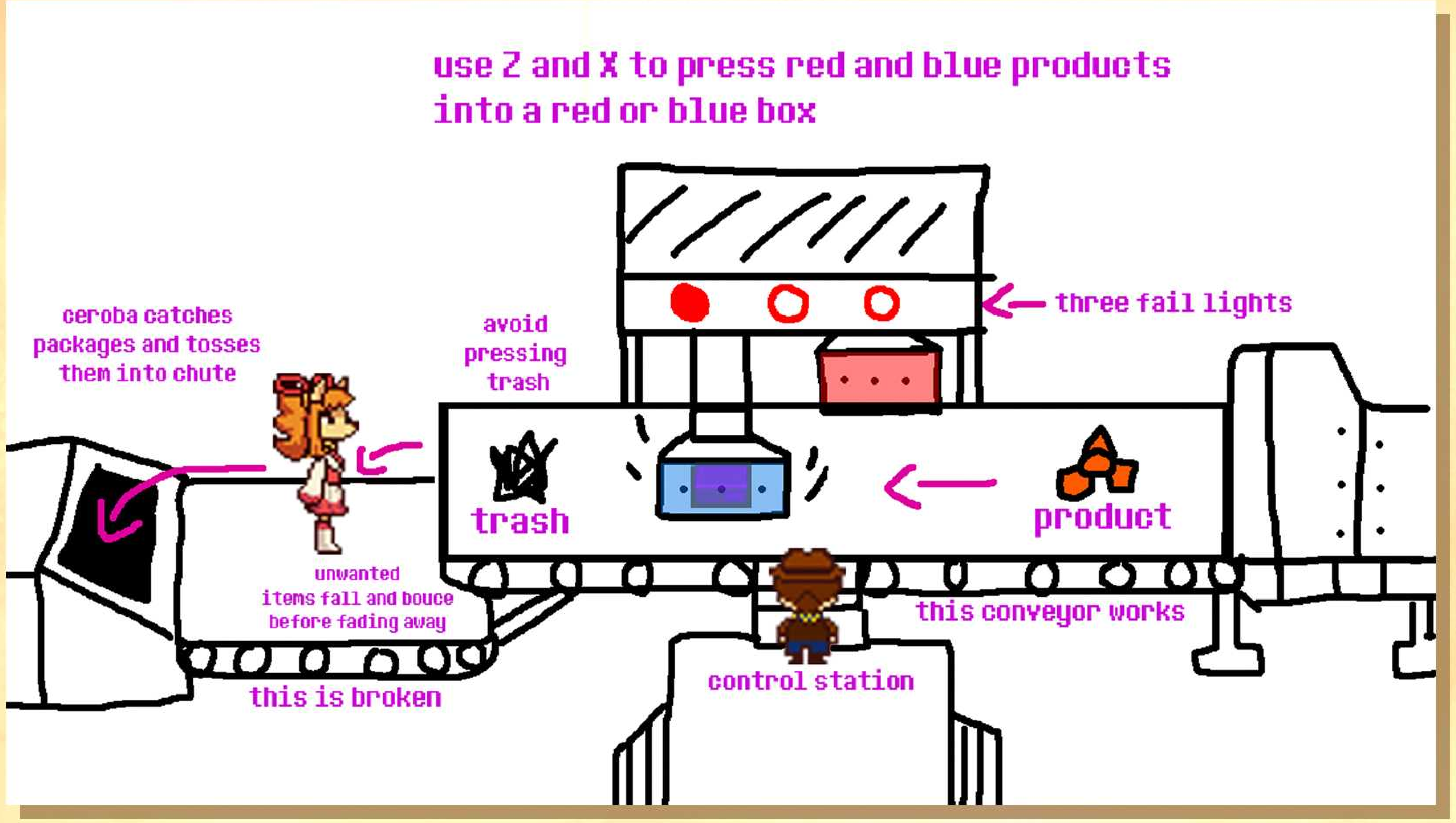
melt_down.png - 2021
Figburn


Is this really what monsters look like these days?

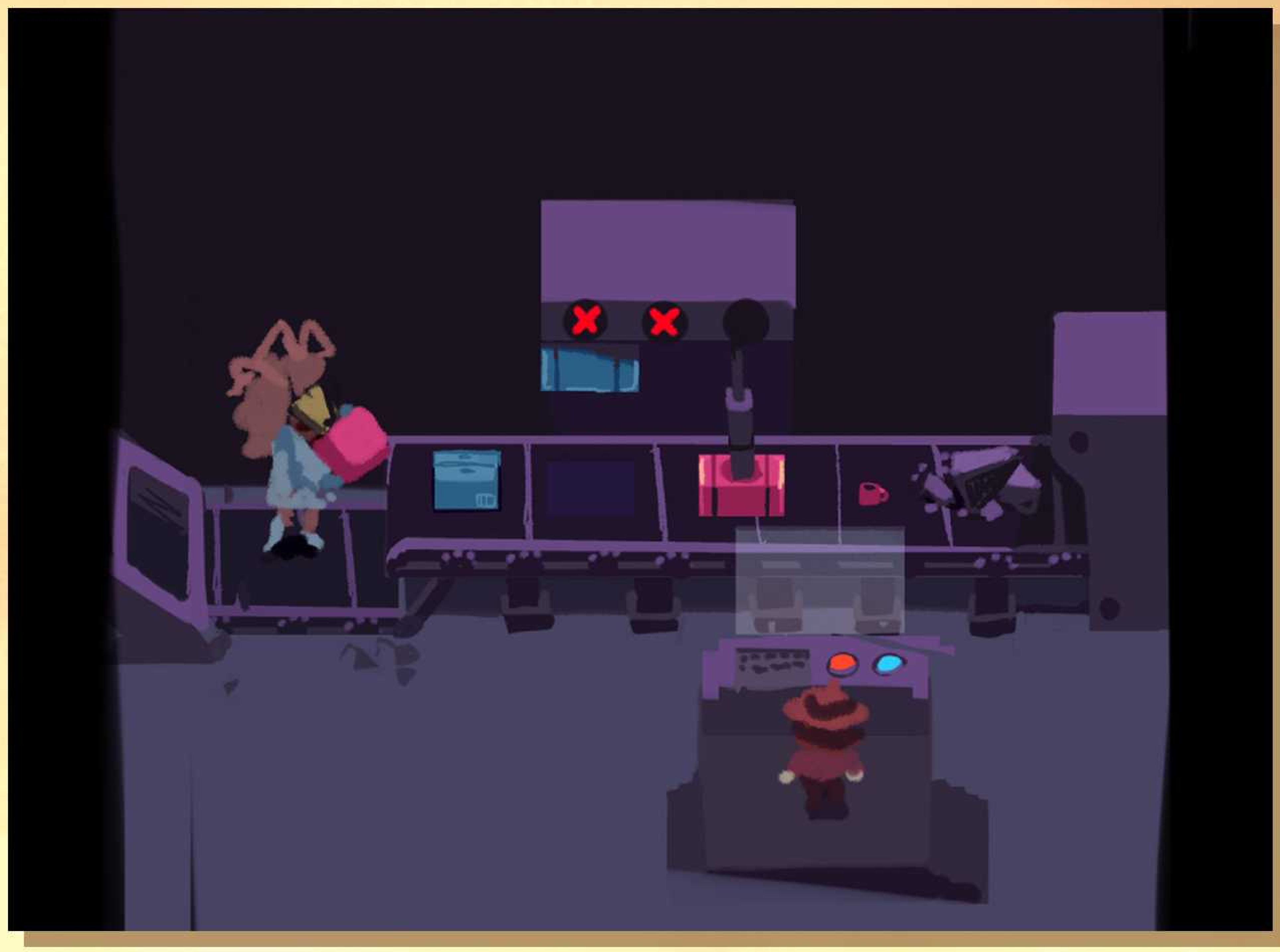
hermit_the_frog_cave.png - 2020
Figburn

The hermit was actually one out of my two proposed designs for the Steamworks miniboss, with Guardener winning out in the end, and leading to the creation of the Greenhouse area.

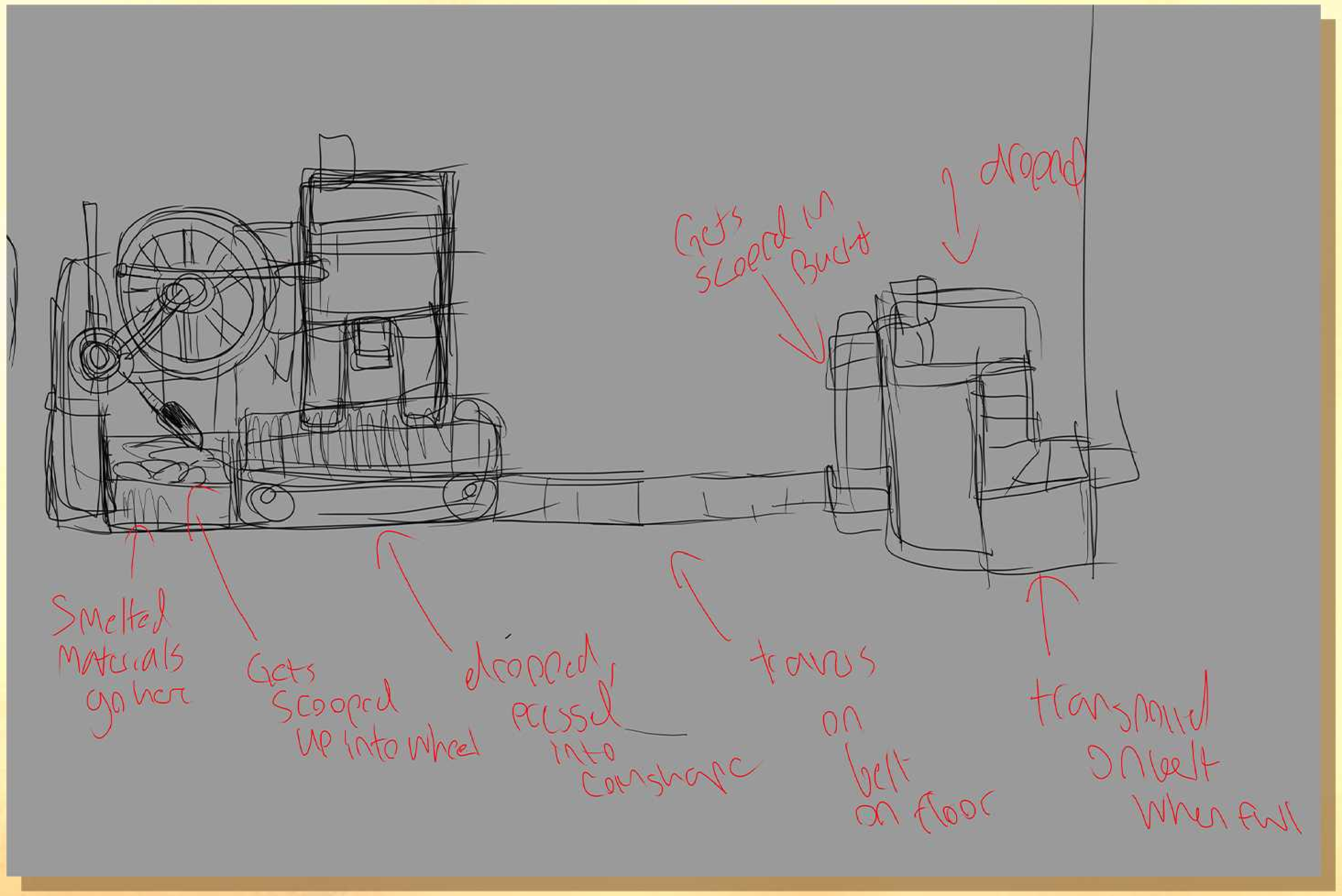
- Fig


use Z and X to press red and blue products into a red or blue box
three fail lights
ceroba catches packages and tosses them into chute
avoid pressing trash
trash
product
unwanted items fall and bouce before fading away
this conveyor works
control station
this is broken

UTY Factory Puzzle 1.png - 2021
MasterSwordRemix



Factory Puzzle Colored.png - 2021
Figburn


Gets scoopd in Buckt
dropped
Smelted Materials go here
Gets Scooped up into wheel
dropped, pressed into coinshape
travels on belt on floor
transported on belt when full

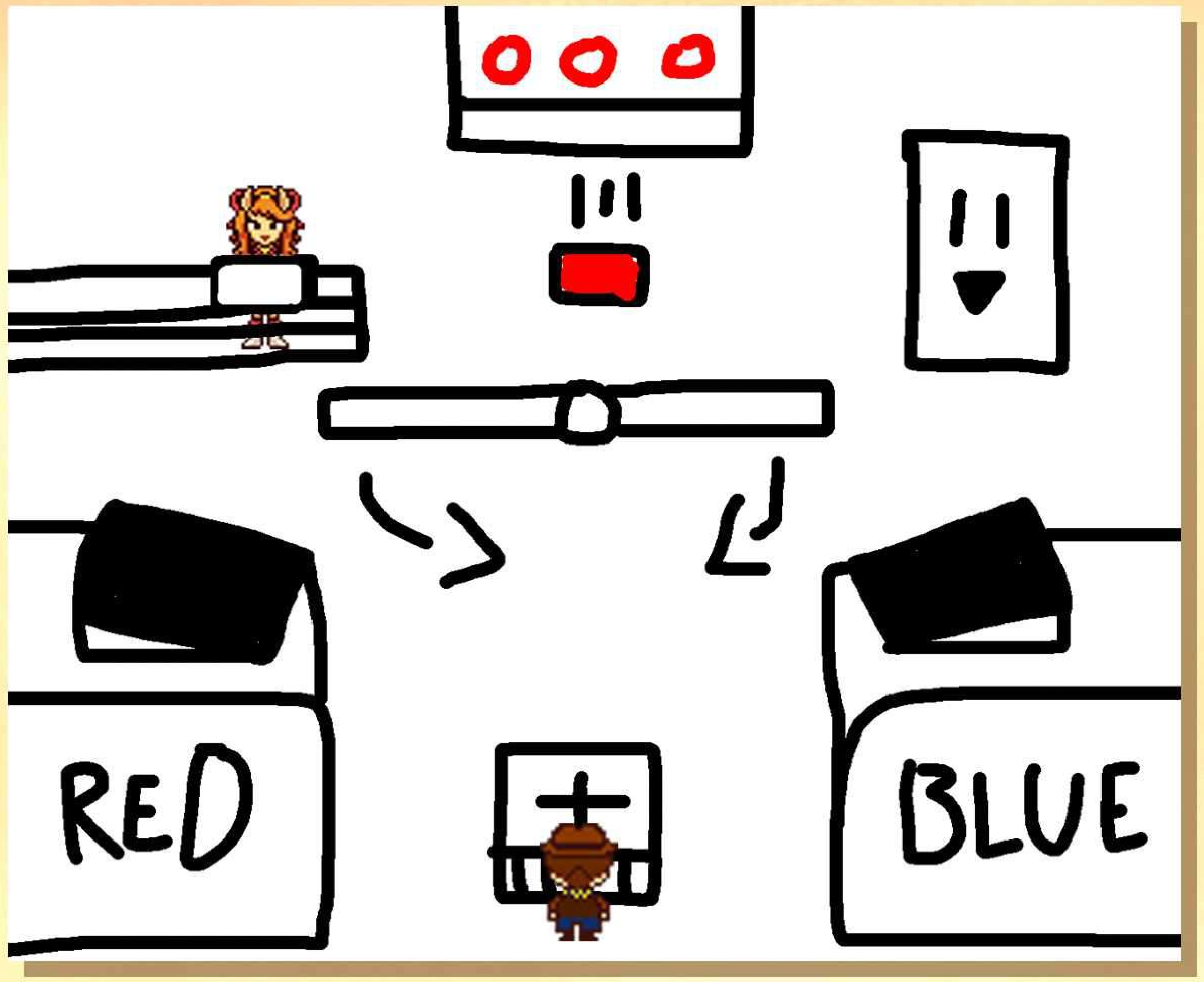
G machine.png - 2022
AeroArtwork

There's a certain aspect to prequels that I enjoy, where they answer questions you didn't know you had, or maybe even cared to know. Small details or backstory to overlooked aspects of the original.

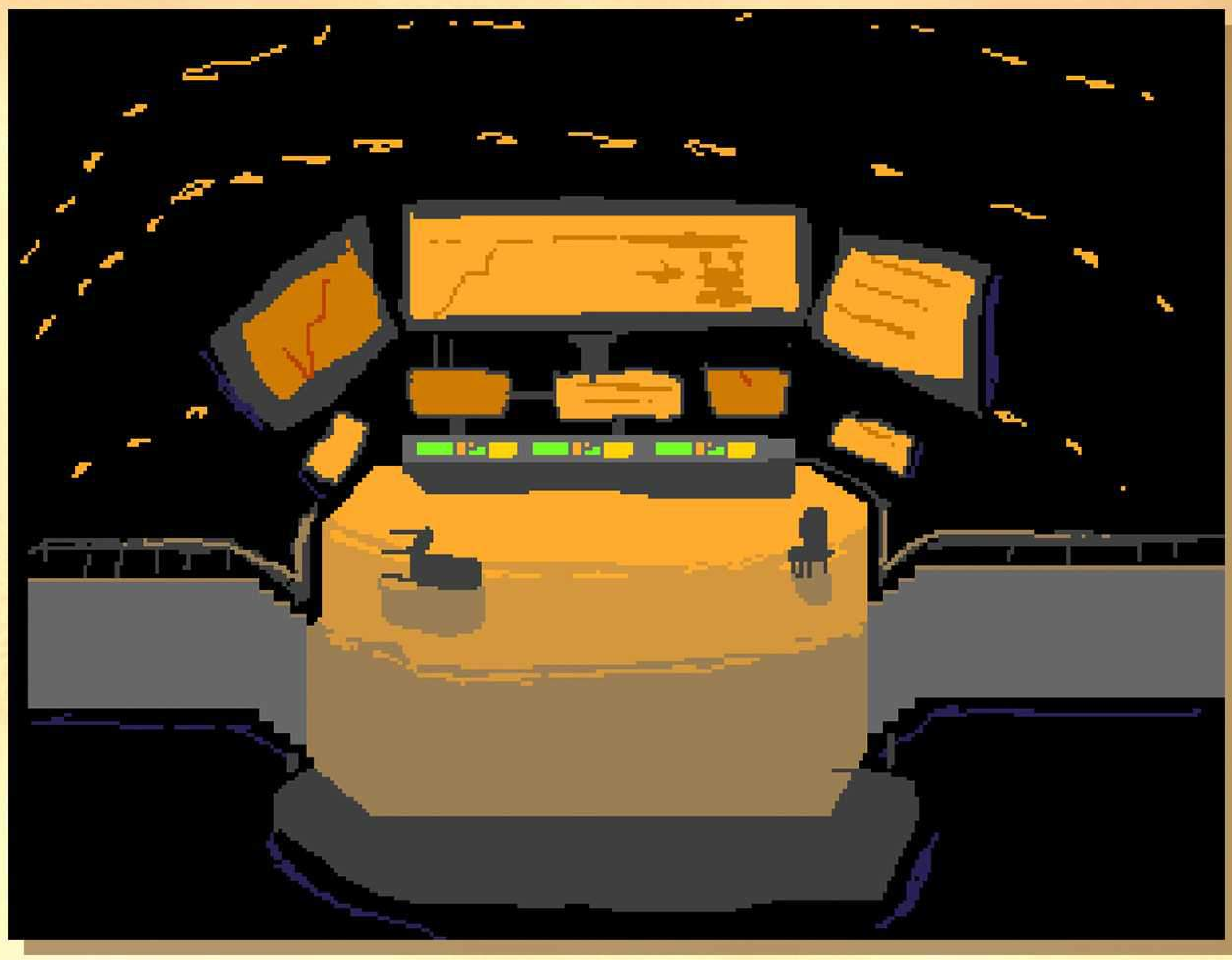
Where did monsters get their home goods?
Where did G come from?

Does answering these questions matter? Not really, but small things like that really help to flesh out an established world.

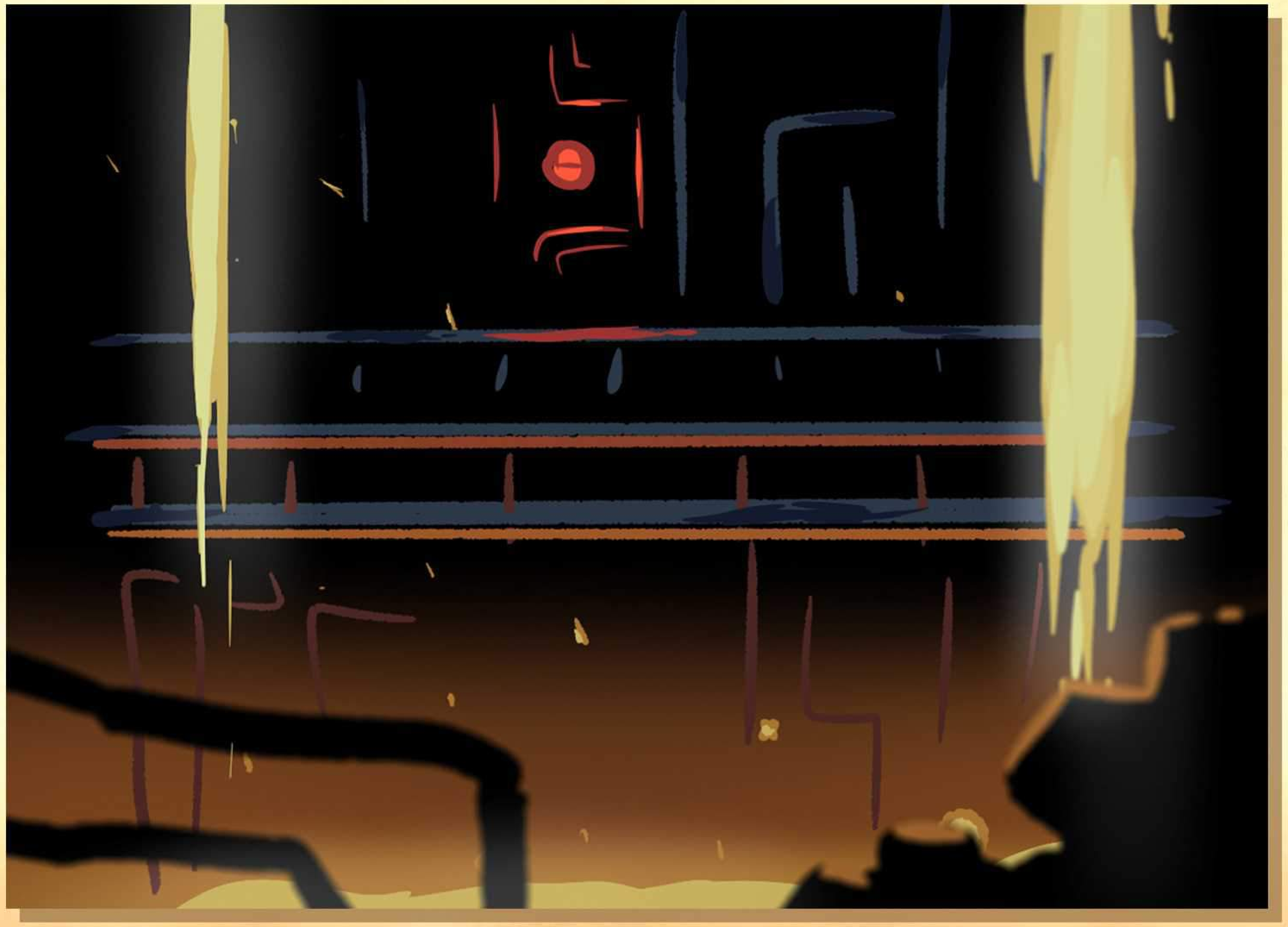
- Sword



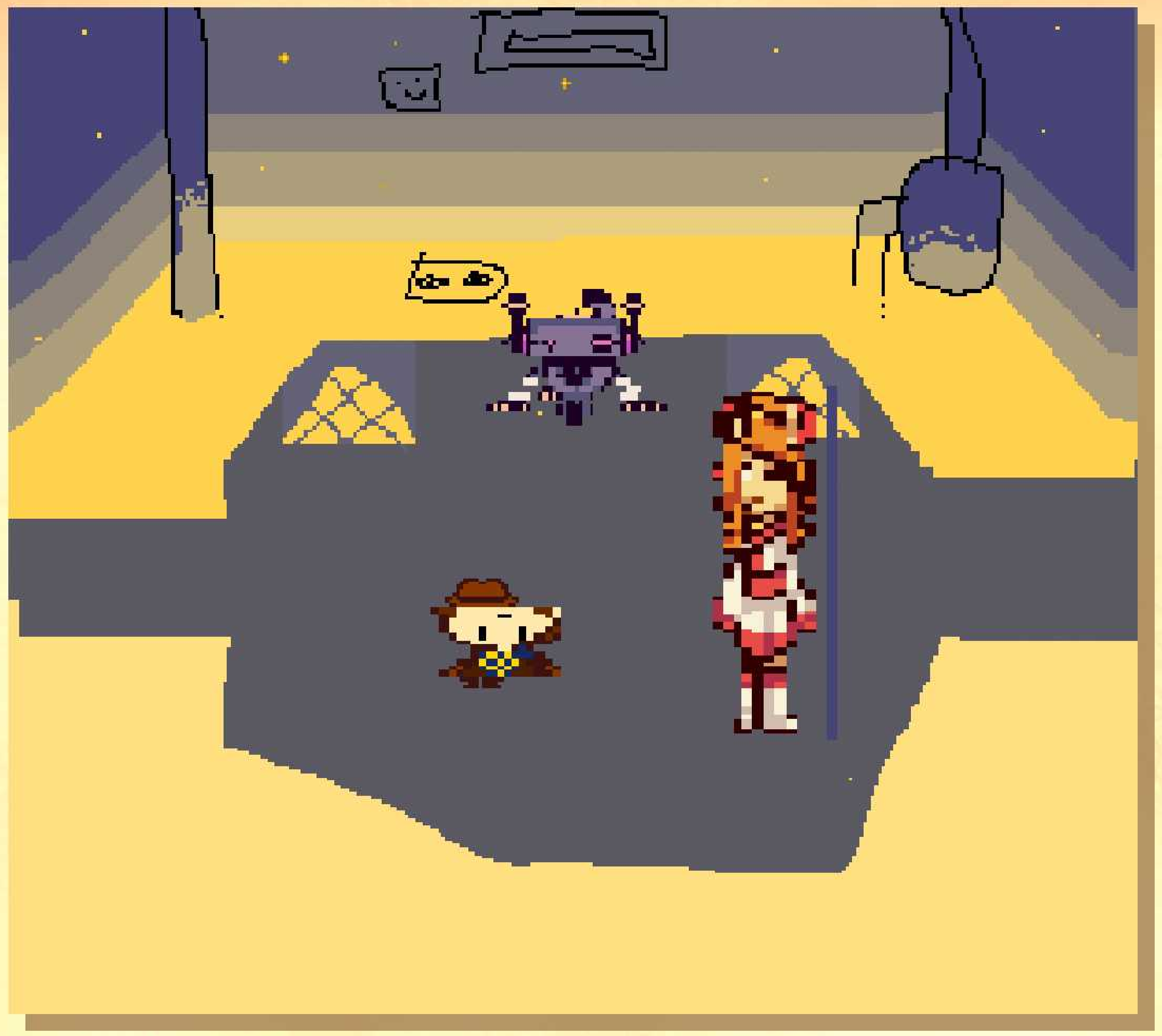
Factory Puzzle 2.png - 2021
MasterSwordRemix



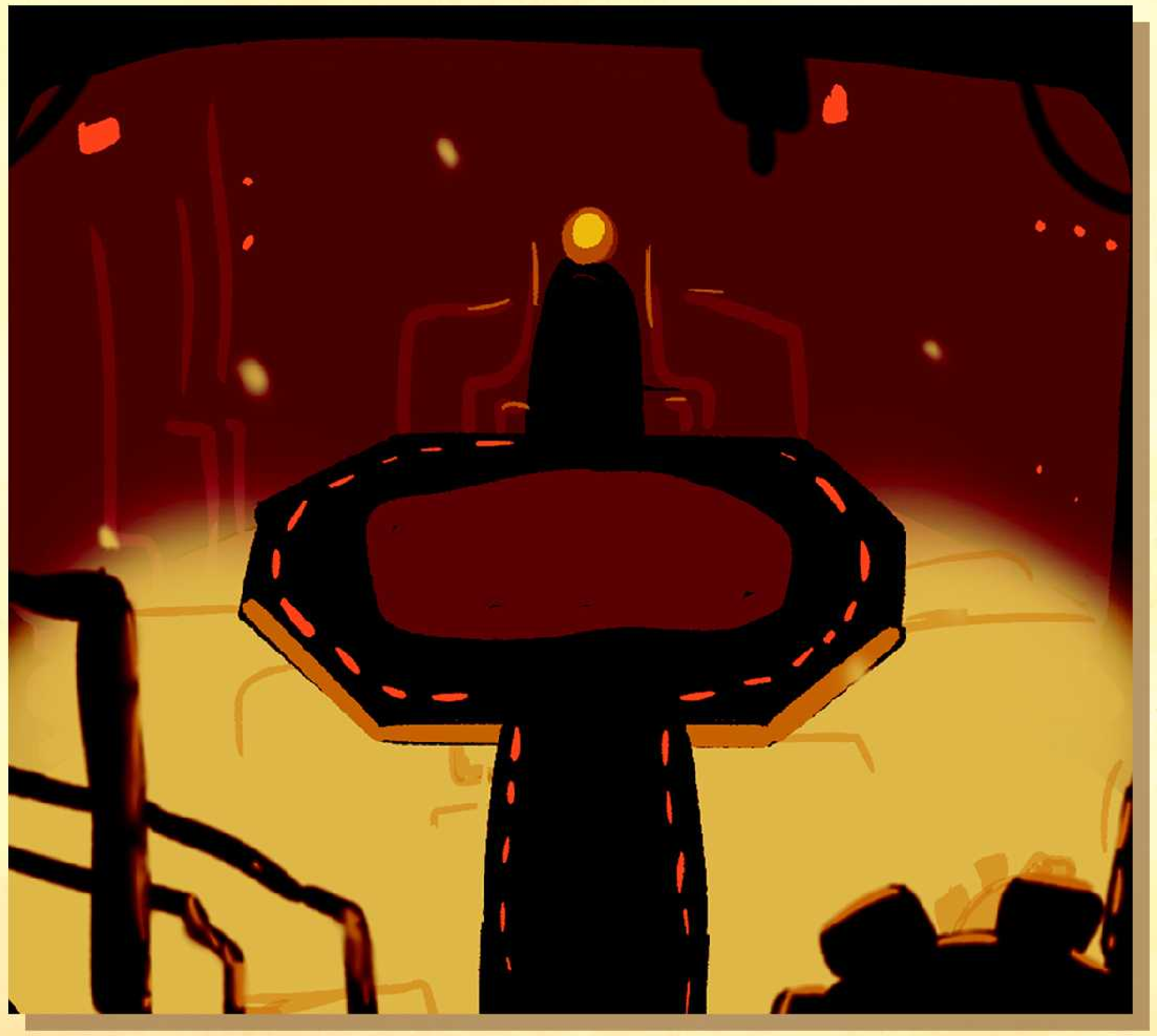
control concept.png - 2019
GlitchedPie



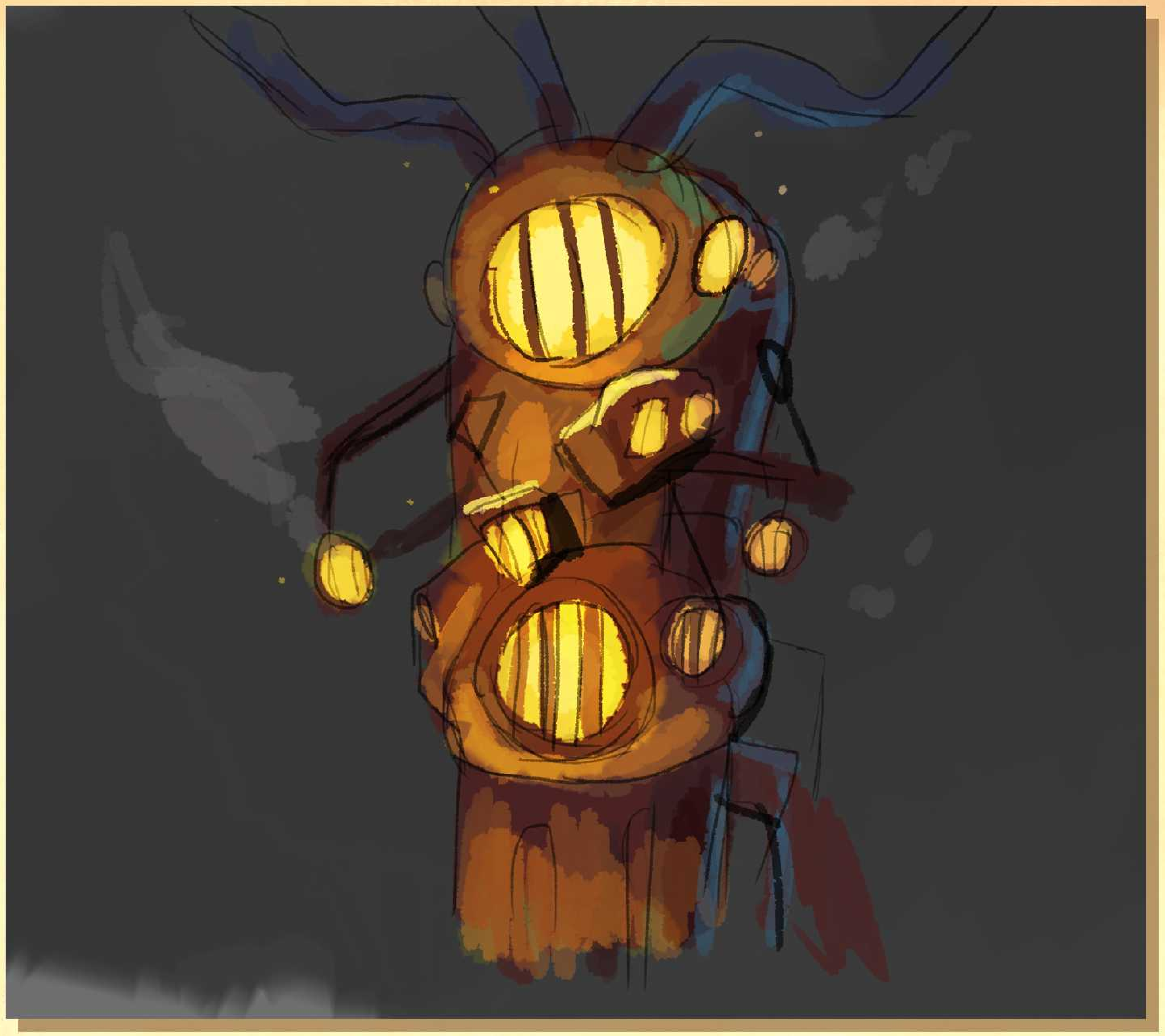
steam_path.png - 2021
GlitchedPie



axis battle concept.png - 2019
GlitchedPie



Axis stadium vertical.png - 2021
GlitchedPie

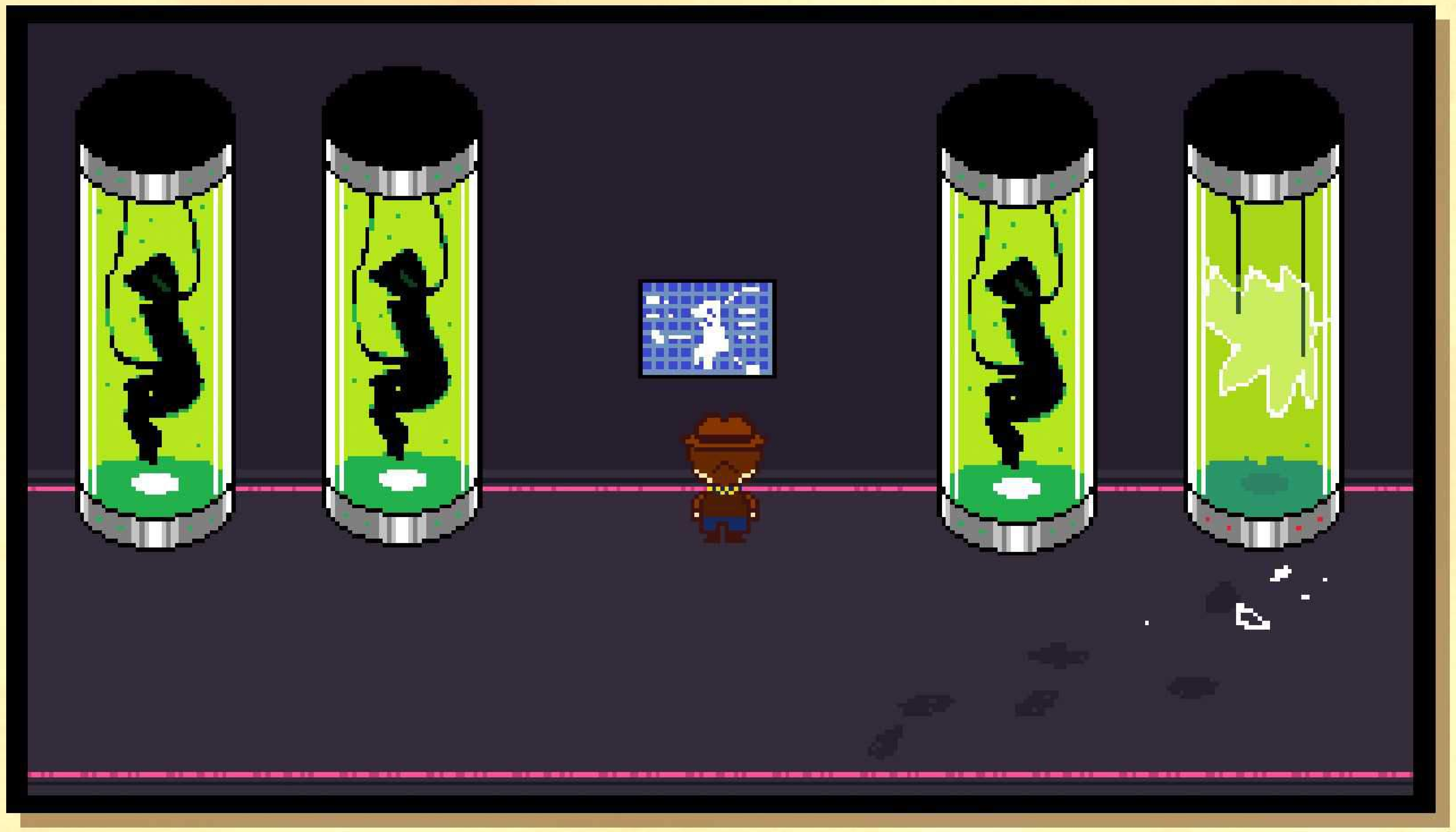


furnace.png - 2021
GlitchedPie

I was inspired by the Dingodile boss fight from 'Crash Twinsanity' (a childhood game of mine) to have you and Axis' final confrontation be set in a dramatic, fiery boiler room.

I still think the final background could have been executed better, but it was also more or less the first "full room" background I sprited for UTY, and I think I handled the later ones much better.

- Glitched



??? - 20XX

UG APARTMENTS

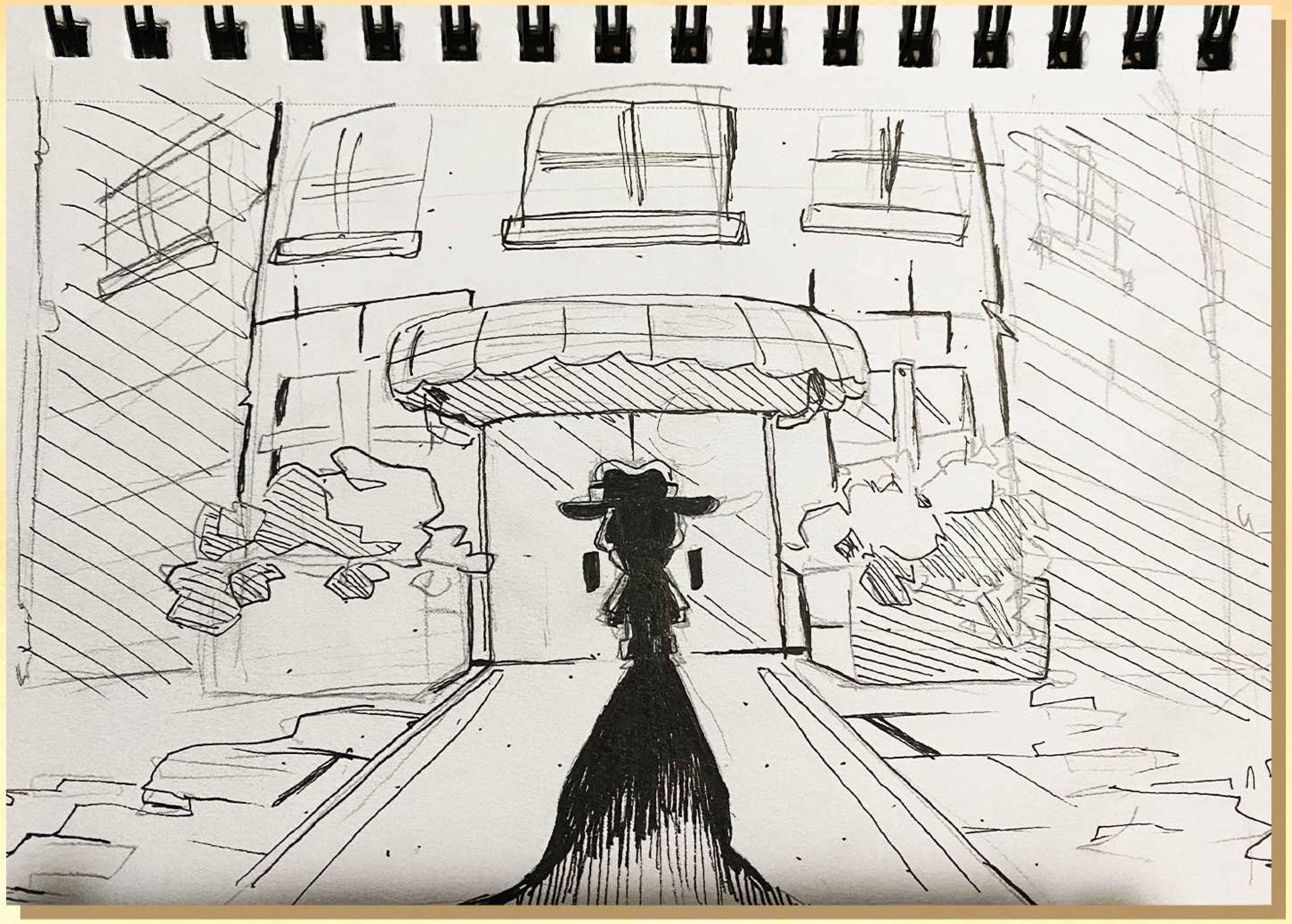
ENDGAME

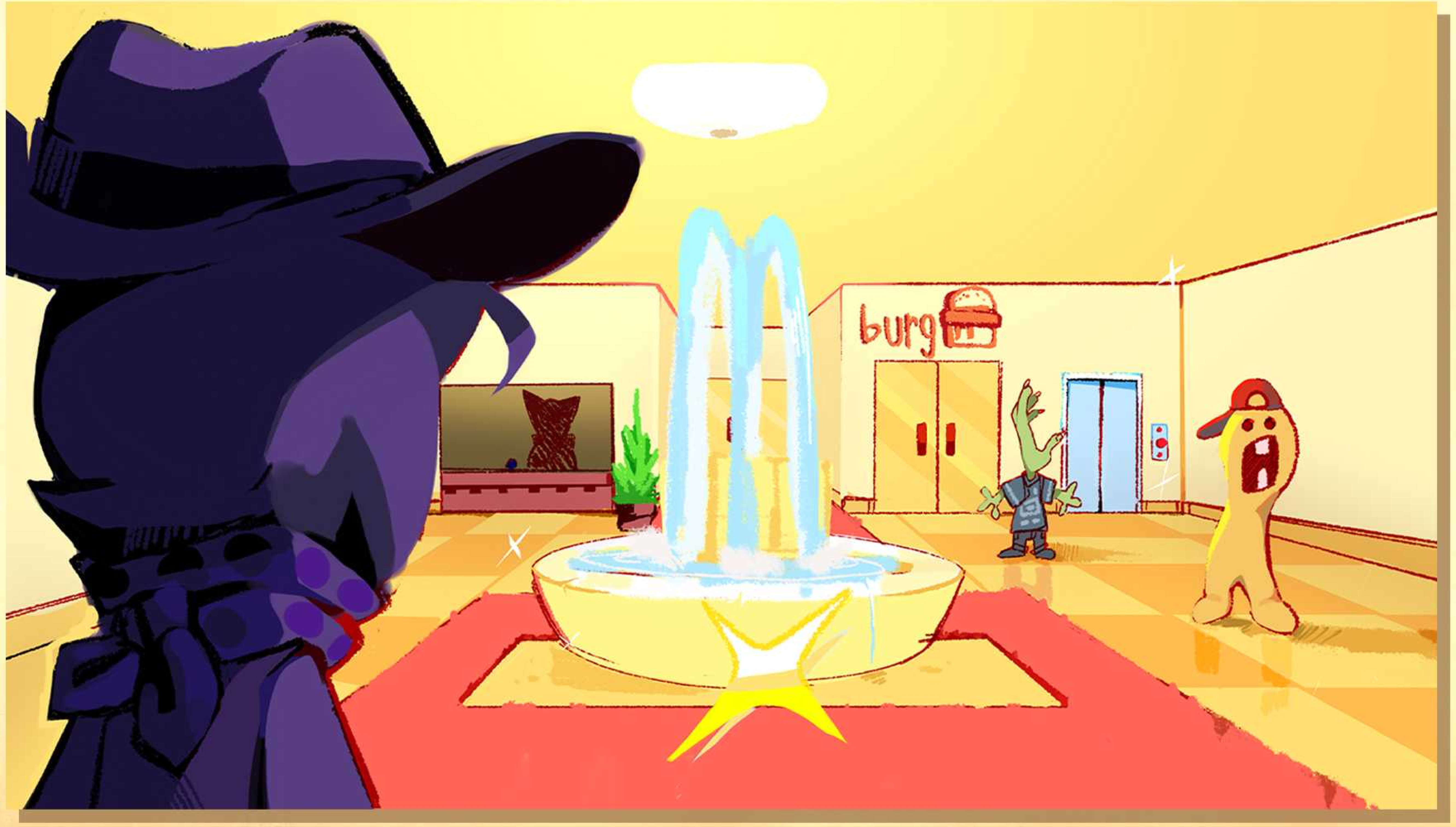
apartments.jpg - **2020**
Figburn

Hotland was always where things were gonna end up. We never wanted to use Undertale content as a crutch, but of course, it had to be present.

Our choice of being conservative with such things allowed the moments when they do show up to be impactful, so we leaned into nostalgia for the elevator entrance into Hotland specifically. It ended up feeling more earned than cheap, which was nice.

Definitely one of my favorite moments.
- Sword

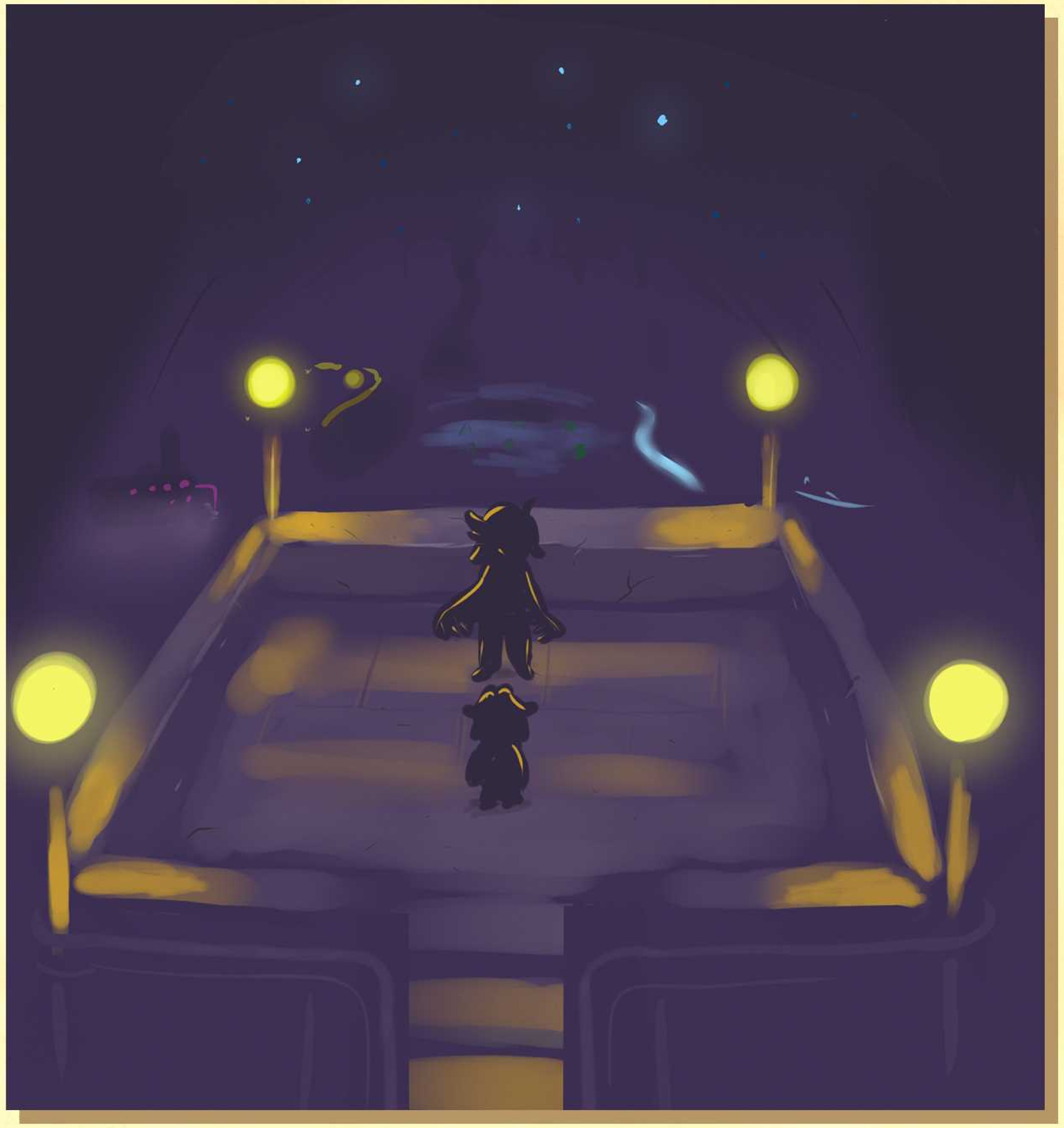




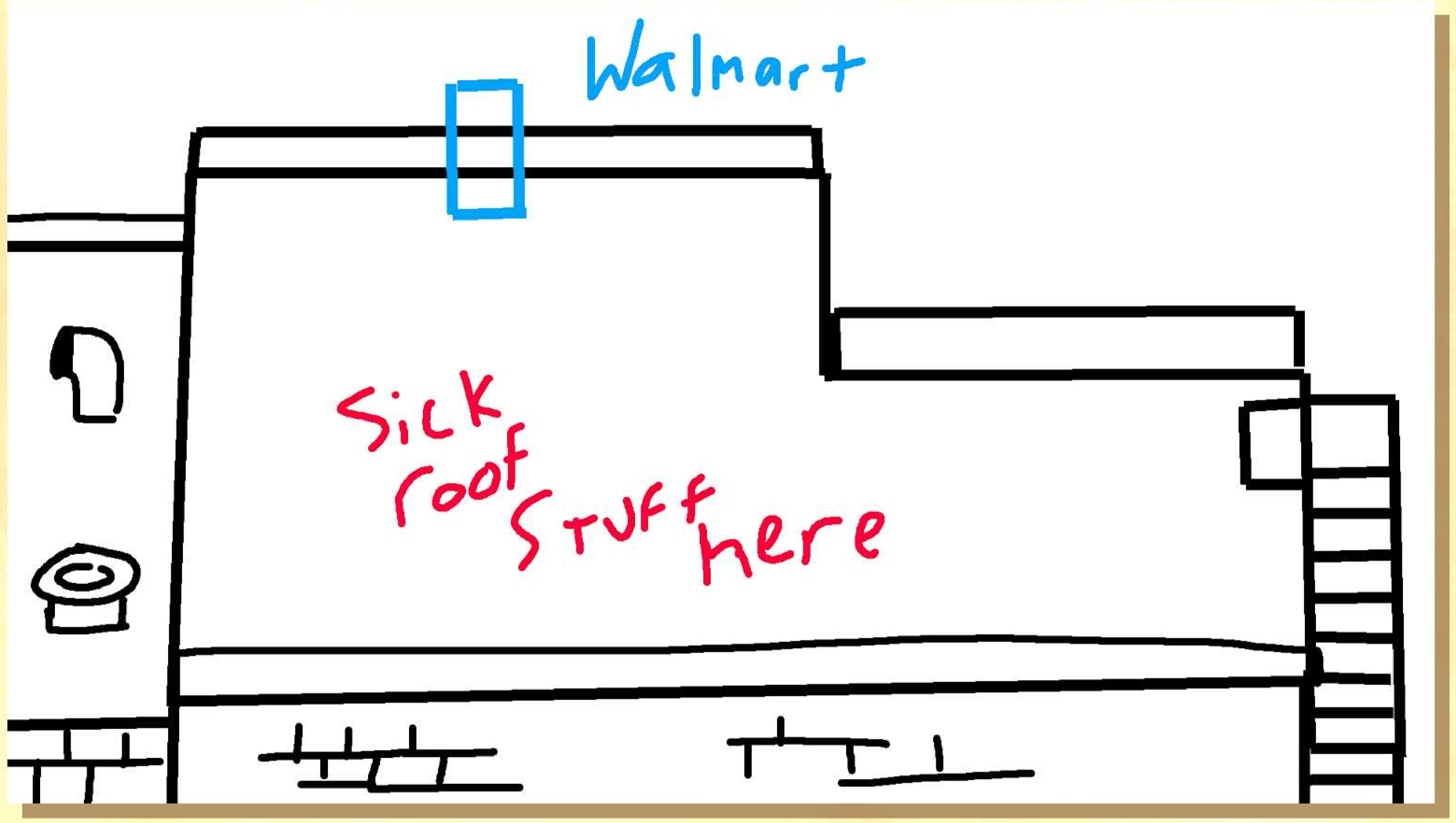
mtt.png - **2020**
Figburn

It was super fun to revisit a familiar area and come up with differences to account for events that haven’t happened at that point - the “new house” room being a particular favorite “if you know, you know” moment among the team.

It’s a shame we only got to do this kinda thing with a few rooms but that just made it more of a treat to develop.
- Sword



finale_concept.png - 2019
GlitchedPie

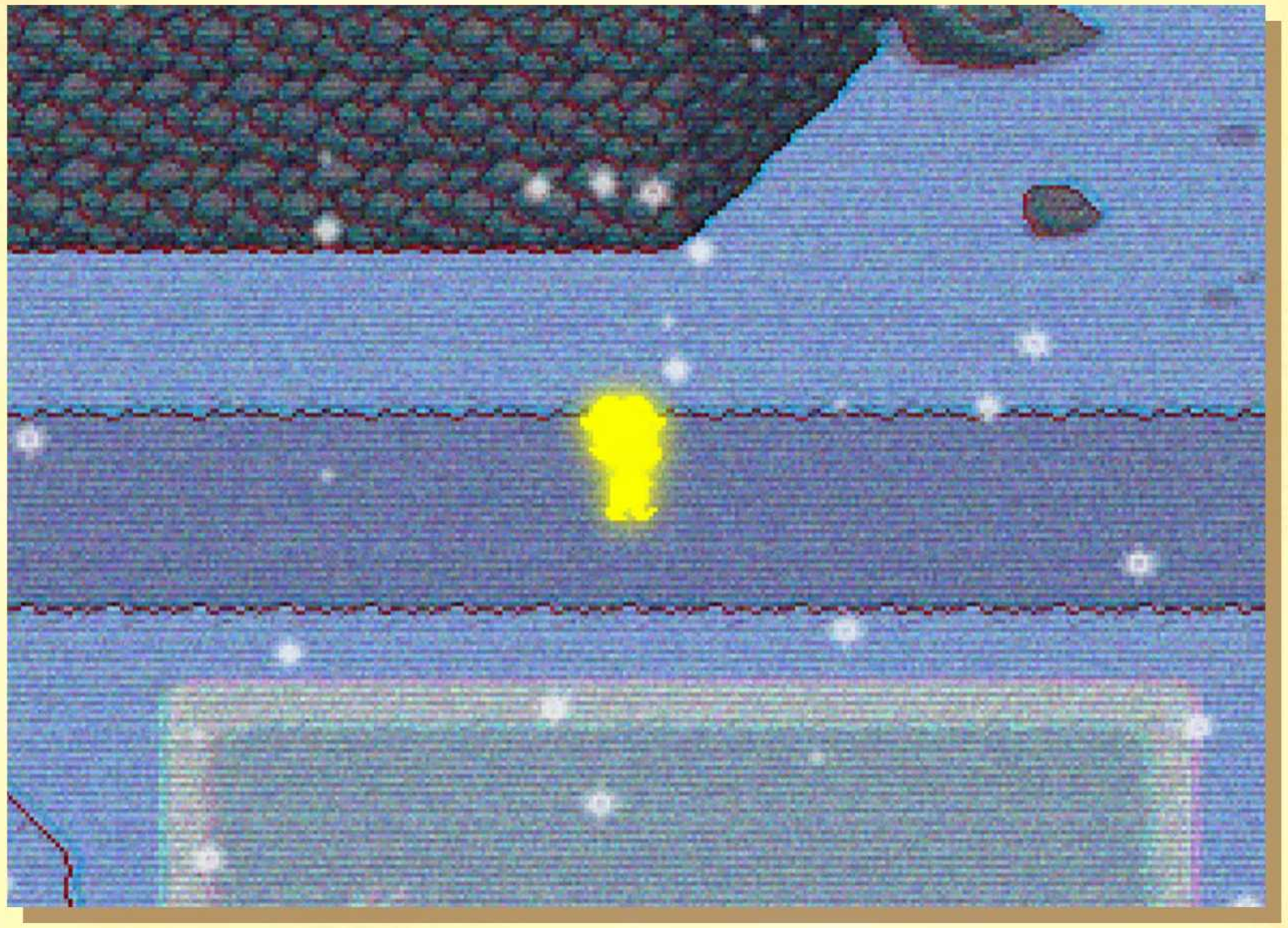


The Rooftop.png - 2021
MasterSwordRemix

I can still remember an email chain from day one of development, where Pippy, our other writer, and I, came up with this scene of Martlet meeting you on the rooftop of “MTT Resort” right before the final boss.

It was so cool to see one of the few surviving ideas from early 2016 come to life in 2021.

- Sword

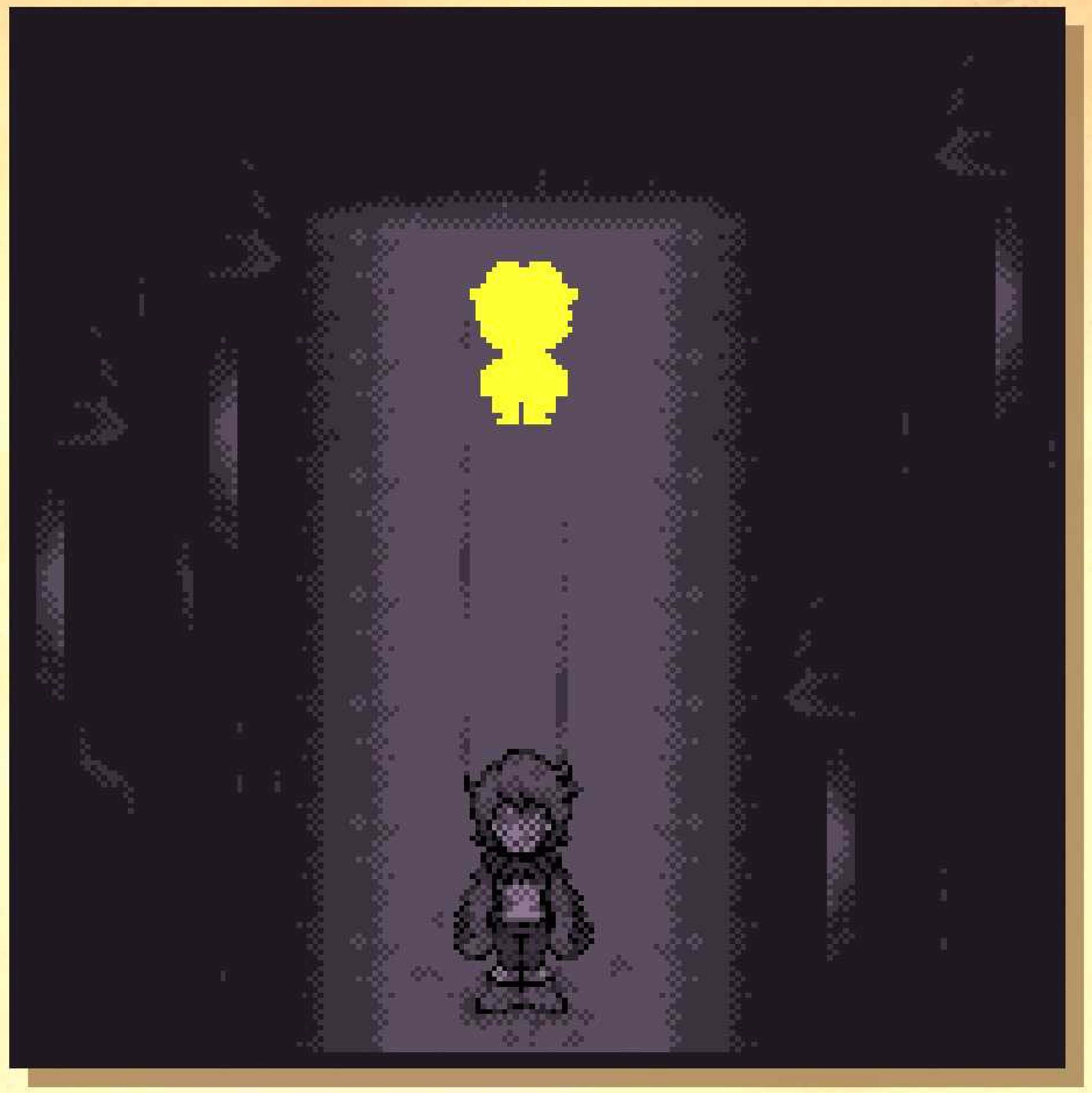


Nightmare_flowey.gif - 2018
AWildDaydreamer

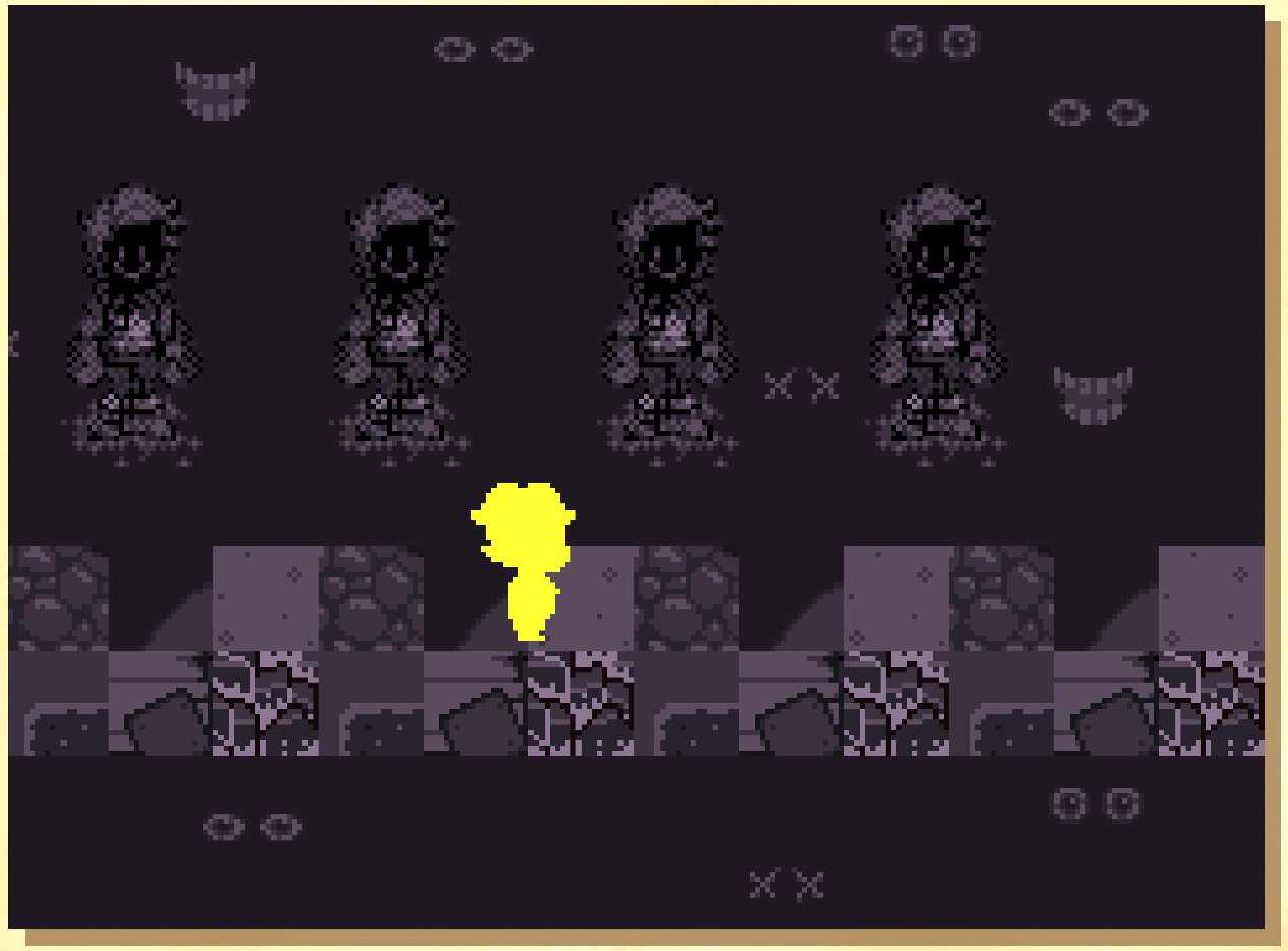
A screenshot from a test animation of how the overworld sections of the Flowey fight could look (one of the many awesome mockups Day made throughout development).

Overworld gauntlets being sprinkled into the fight was an old idea from 2016. I thought using the world as a bullet board would be a really cool and original twist...

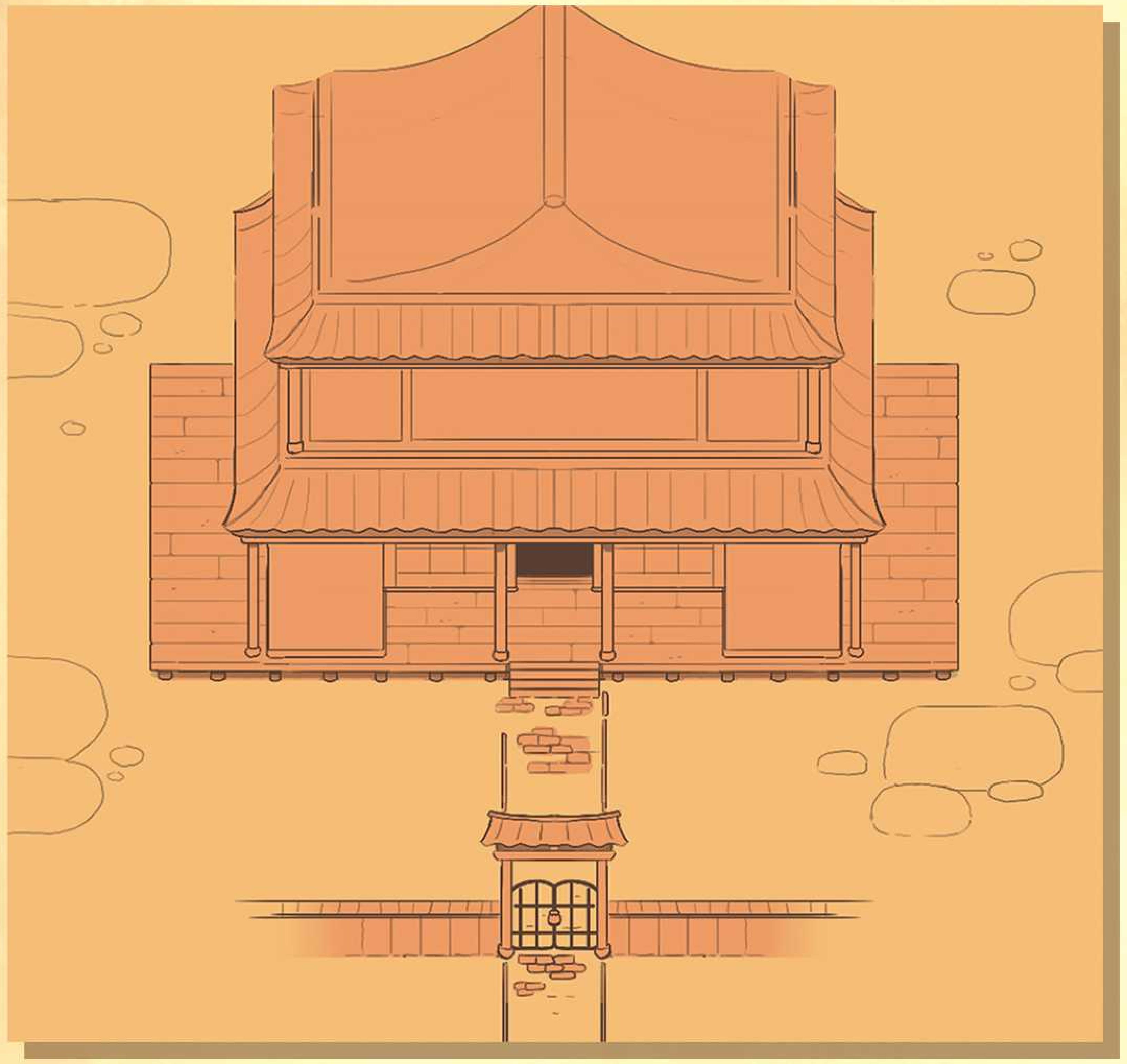
...then Deltarune dropped :')
- Sword



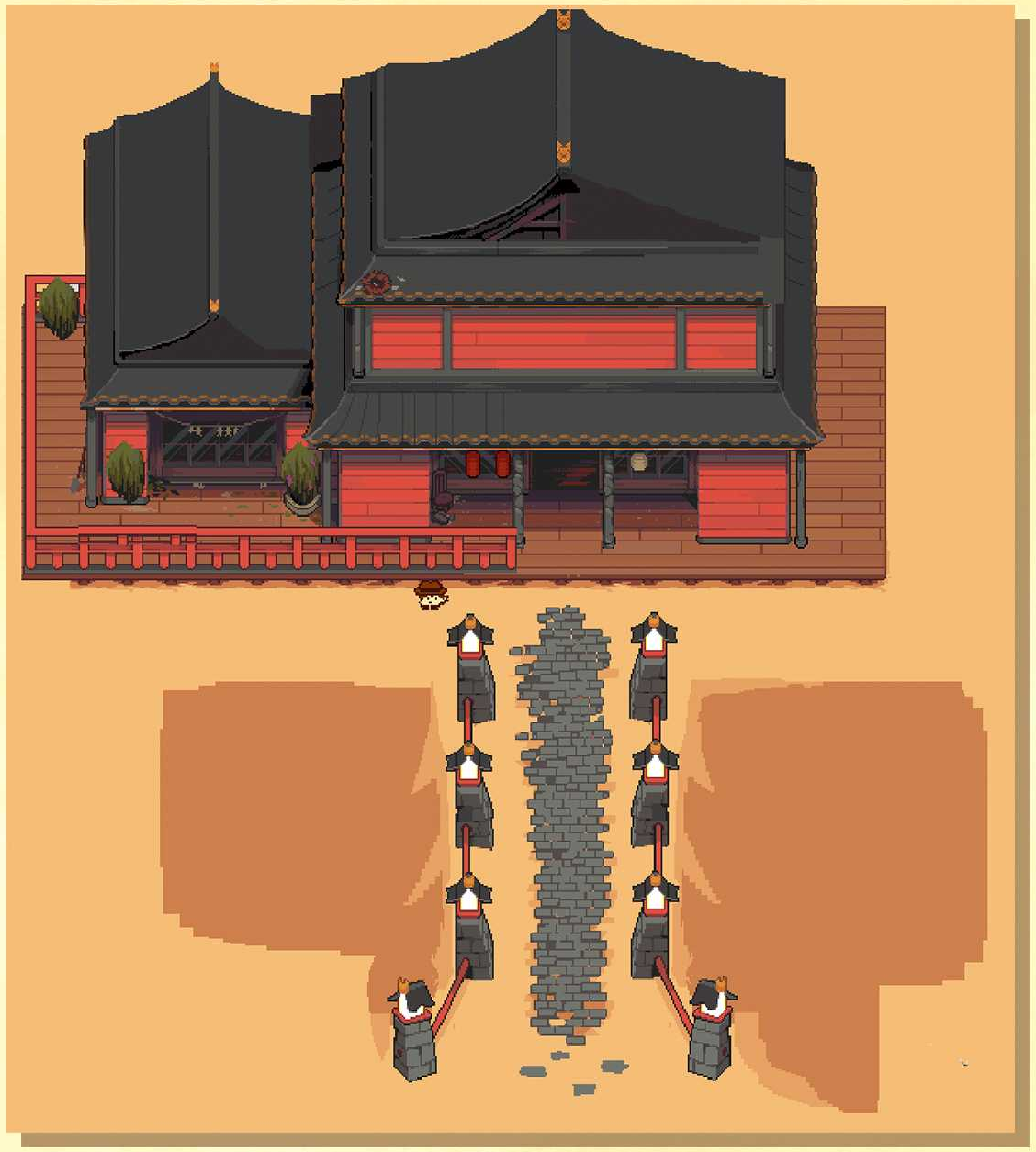
hell realm 1.png - 2019
GlitchedPie



hell realm 2.png - 2019
GlitchedPie

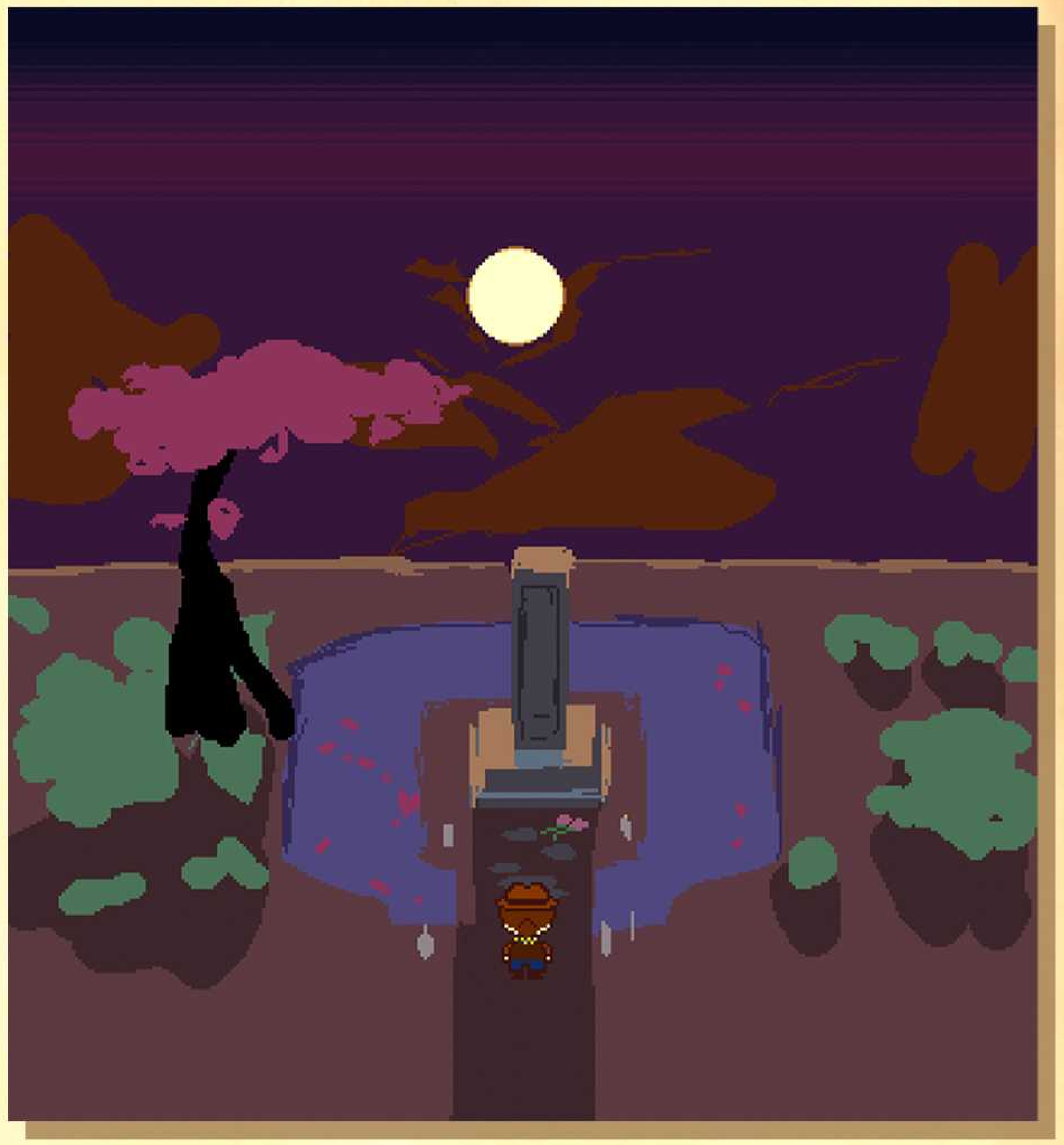


ceroba's pad.png - 2022
Gaziter



mansion_wip.png - 2022
GlitchedPie
When making this sprite, we experimented with using Drawpile to have multiple artists sprite collaboratively at the same time. As such, I did the sprite for the house while Figburn did the fence and garden layout.

Unfortunately we found afterwards that something in Drawpile had caused 'invisible' extra colors in the sprite that I then had to manually remove in Aseprite. Fun times.
- Glitched



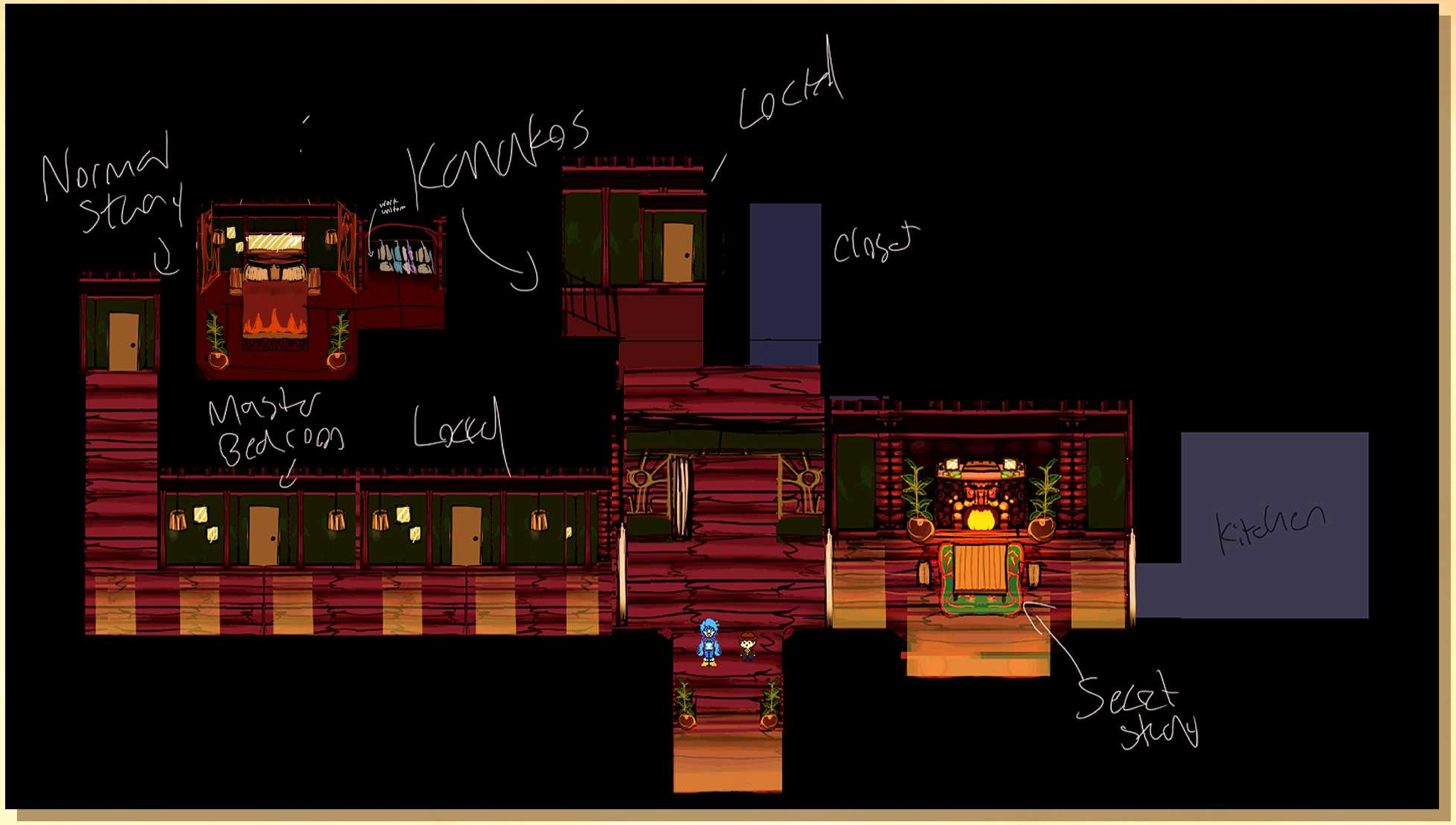
gravesite.png - 2022
GlitchedPie

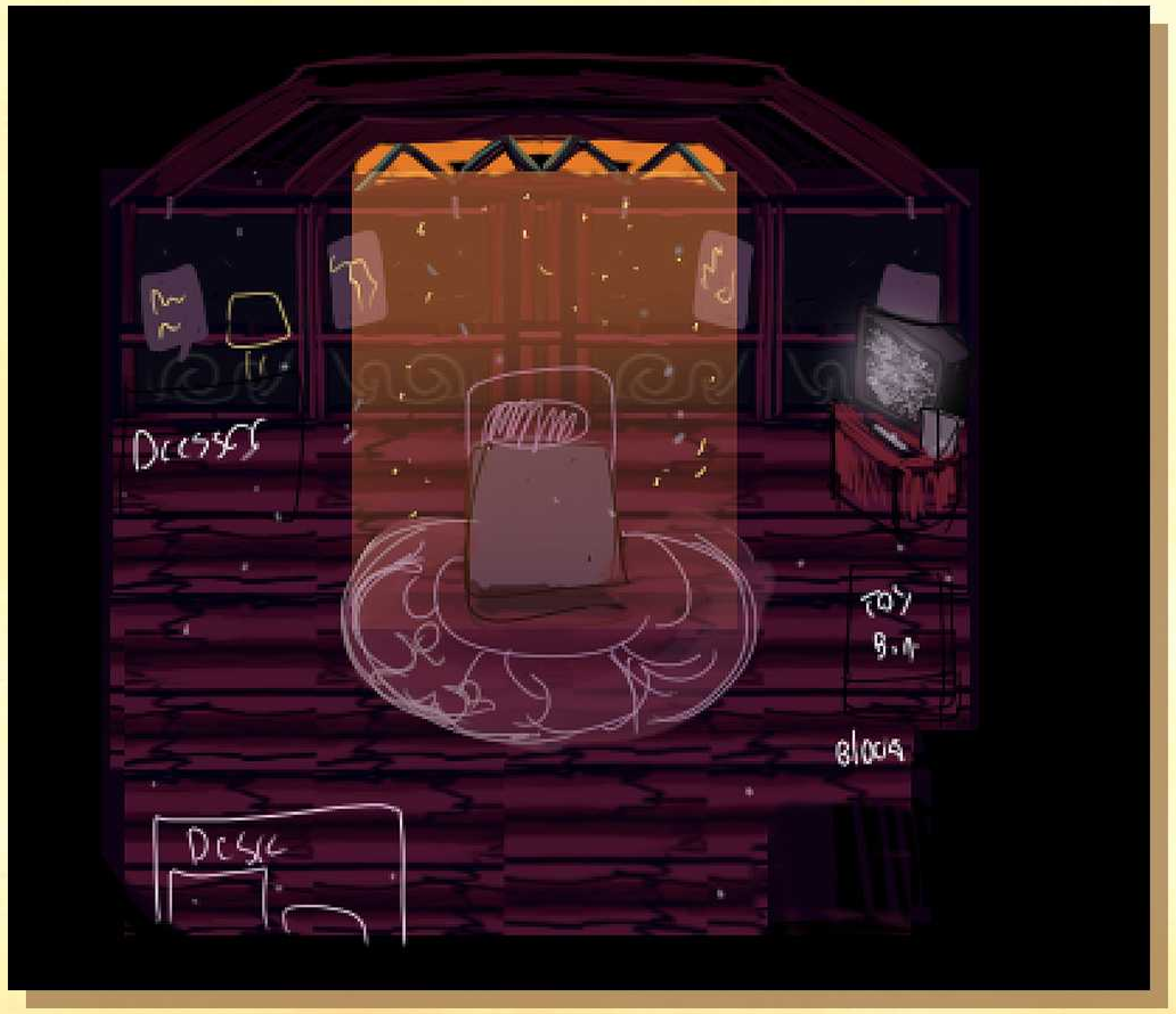
ceroba biome.png - 2022
AeroArtwork
Ceroba's mansion was a very fun and interesting thing to lay out. On top of coming up with ideas of where to hide the secret study, I wanted to hide a lot of world building in various nooks and crannies.

Kanako's room also has a lot of secret lore implications for the keen eye to find.

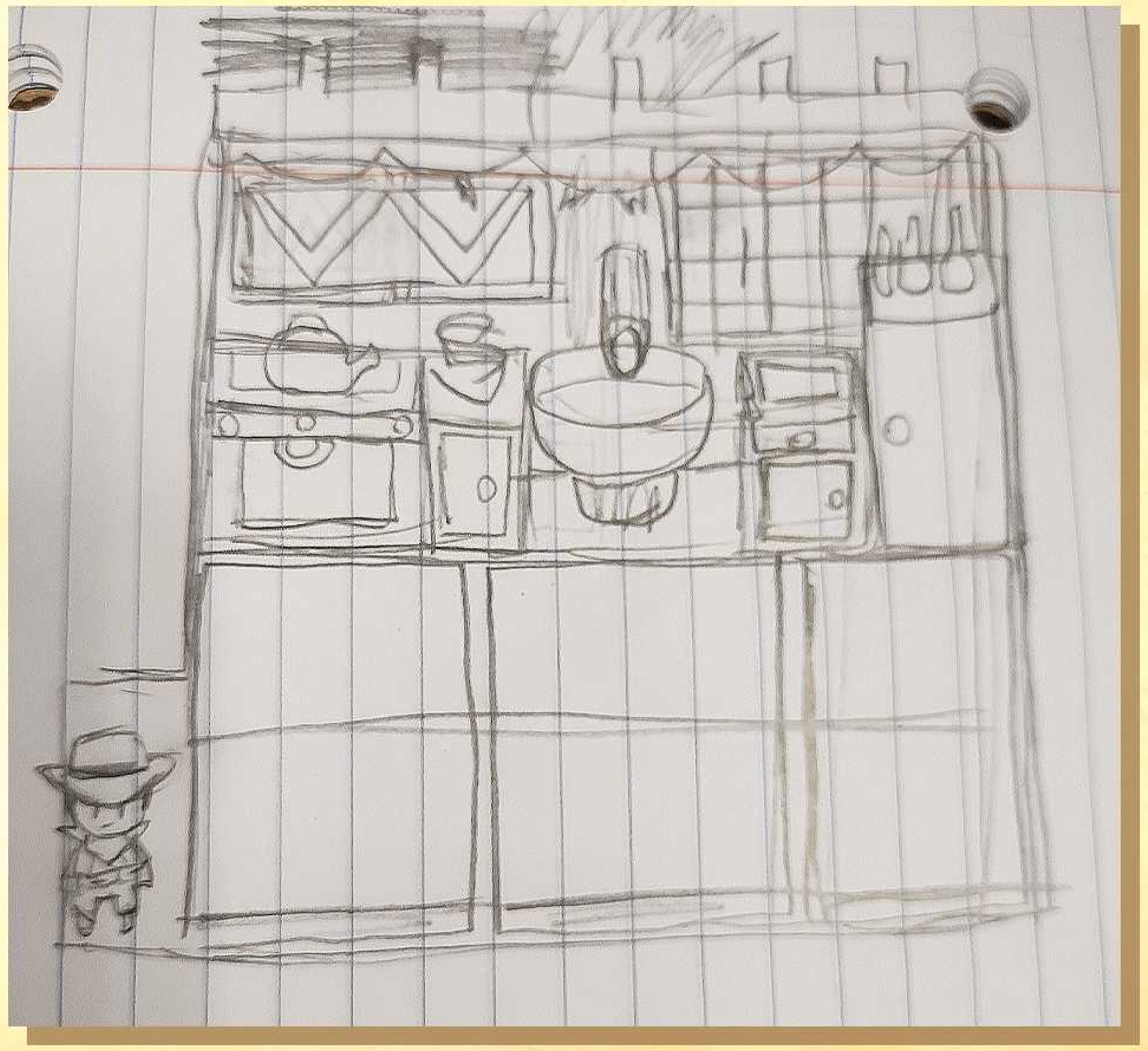
My other favorite tidbit is the Founder's Crest mirroring the phases of the final boss battle.

- Aero

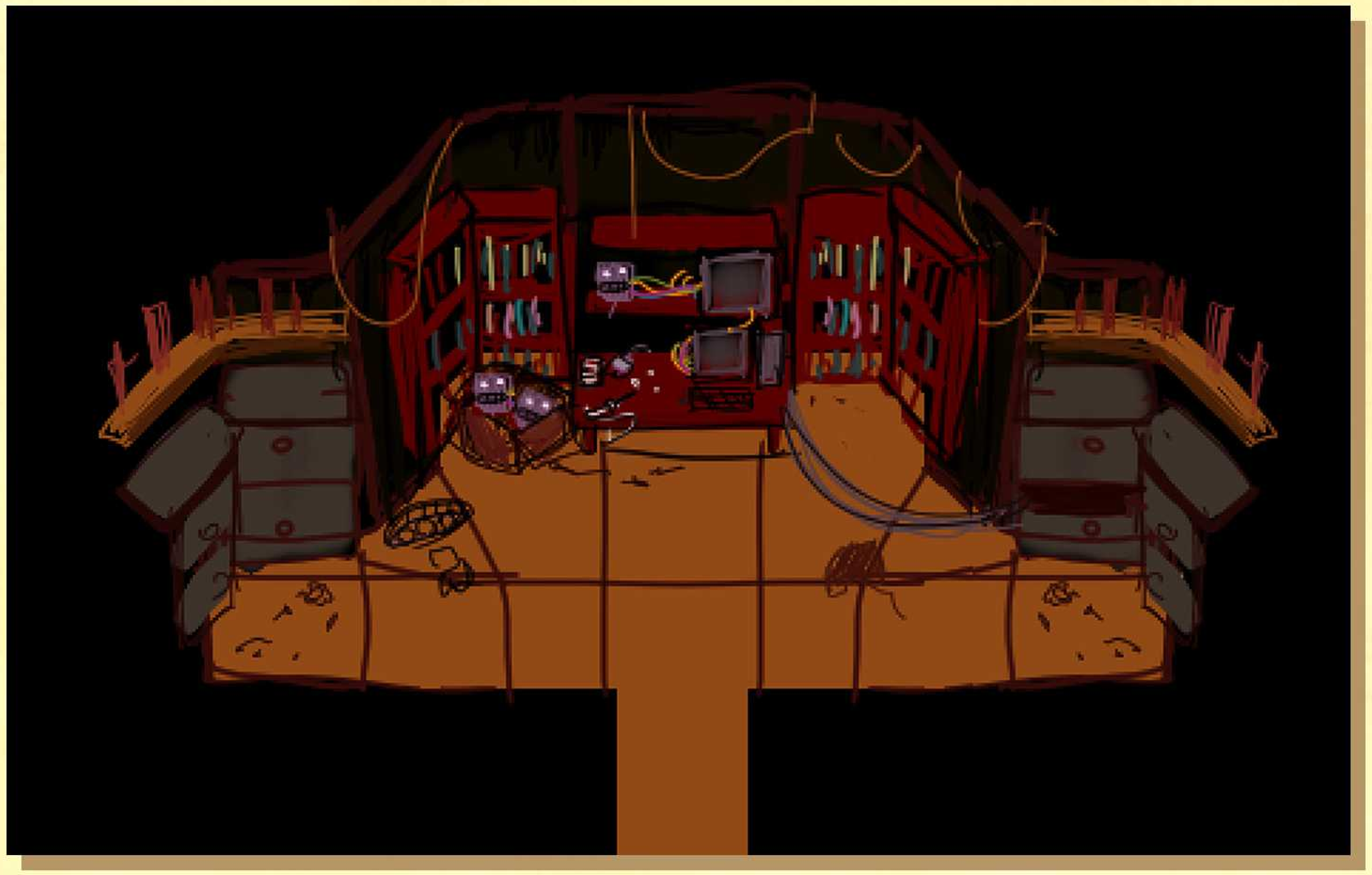

Normal Study
work uniform
Kanakos
Locked
Closet
Master Bedroom
Locked
kitchen
Secret study


Dresser
TOY B.A
Blocs
Desk

kanako's room.png - 2022
AeroArtwork



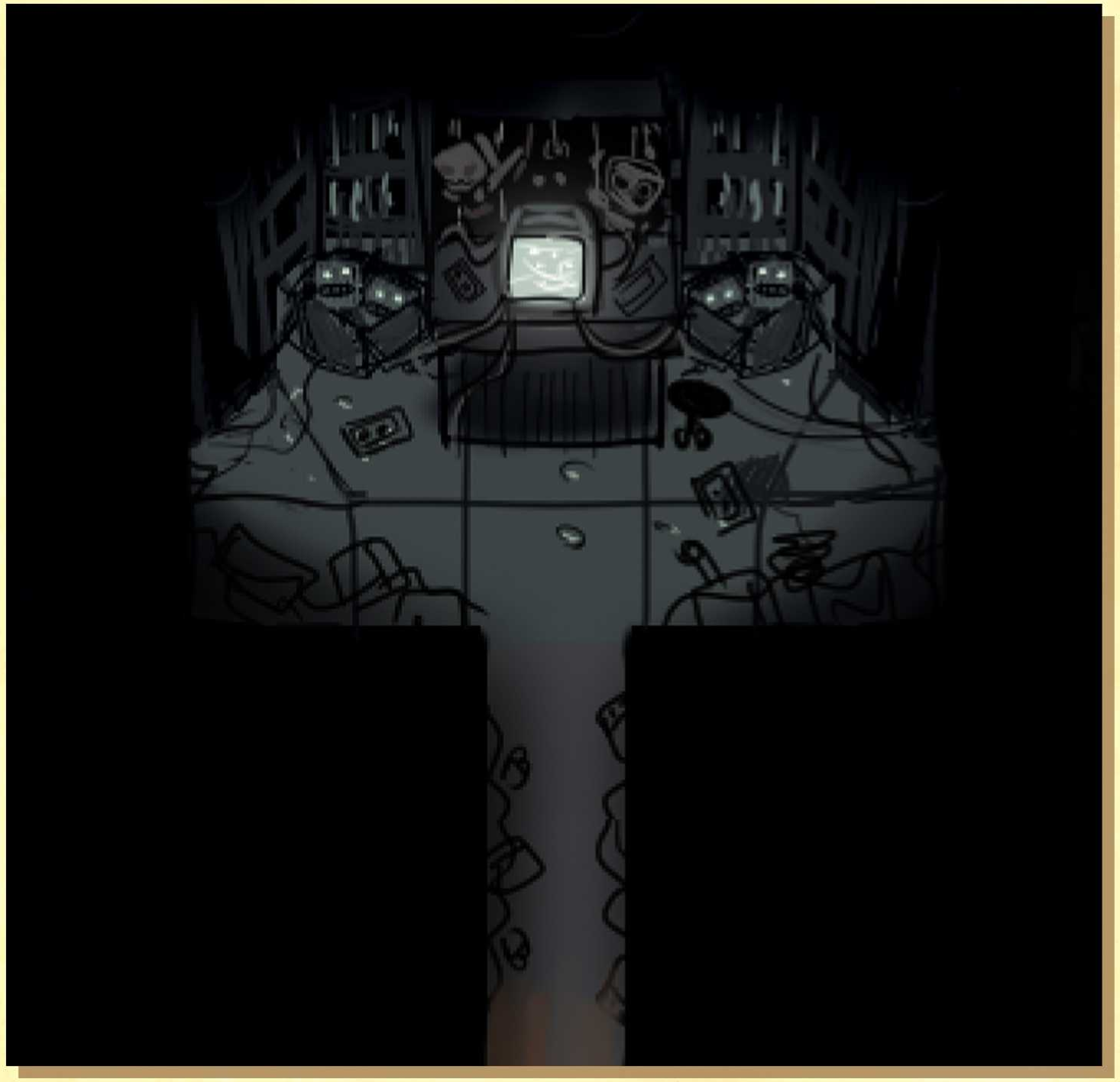
kitchen.png - 2022
AeroArtwork



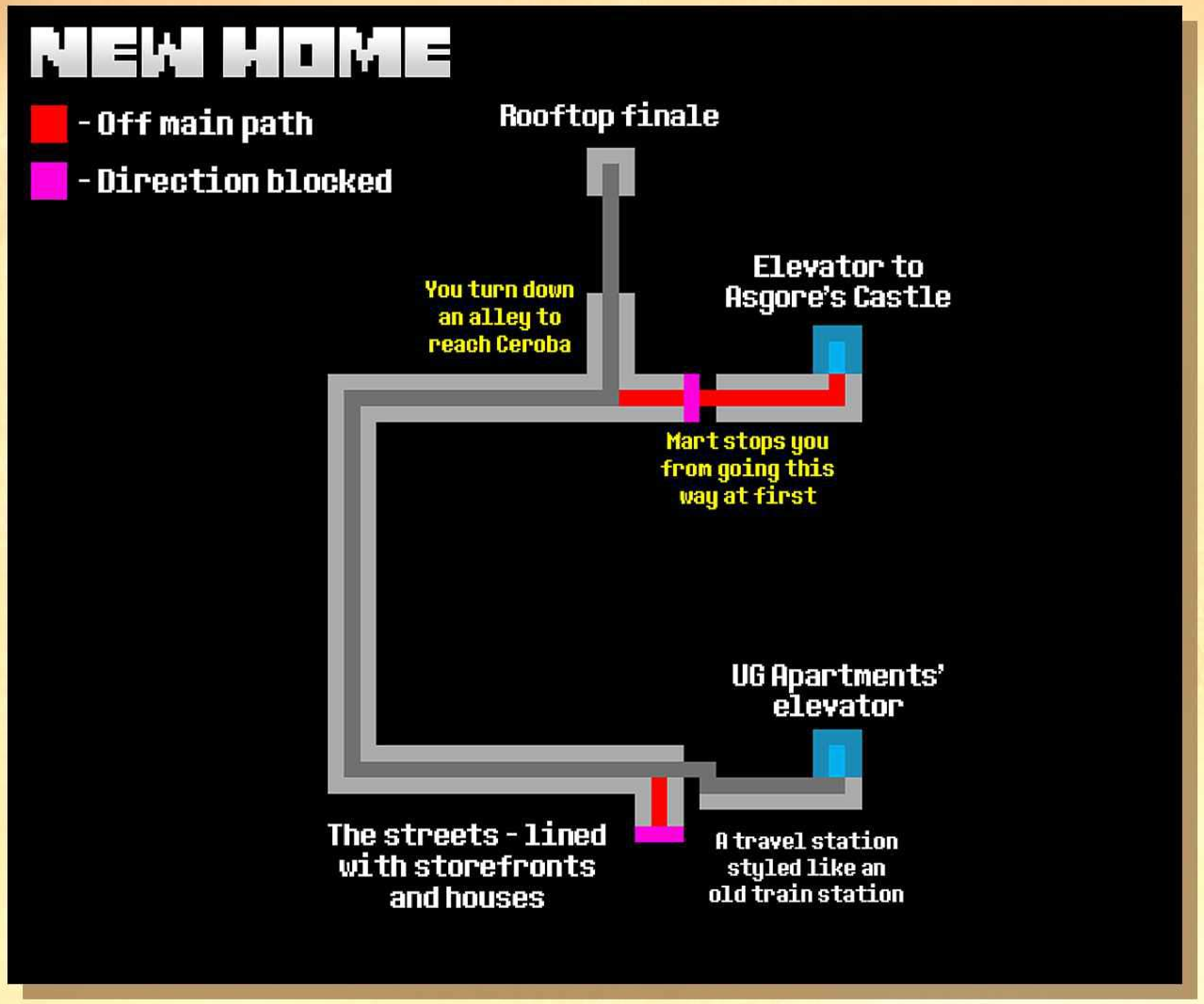
chujin study.png - 2022
AeroArtwork
I think I peaked with Chujins underground study.

I love the subtle changes between the normal study and the true study. I snuck a lot of visual storytelling in it. Axis prototypes, broken SOUL jars and research. I even added a poster of the underground that tracks the SOUL's locations throughout the Underground history, with Chujin purposely pretending that he didn't know where the Integrity SOUL was.

- Aero



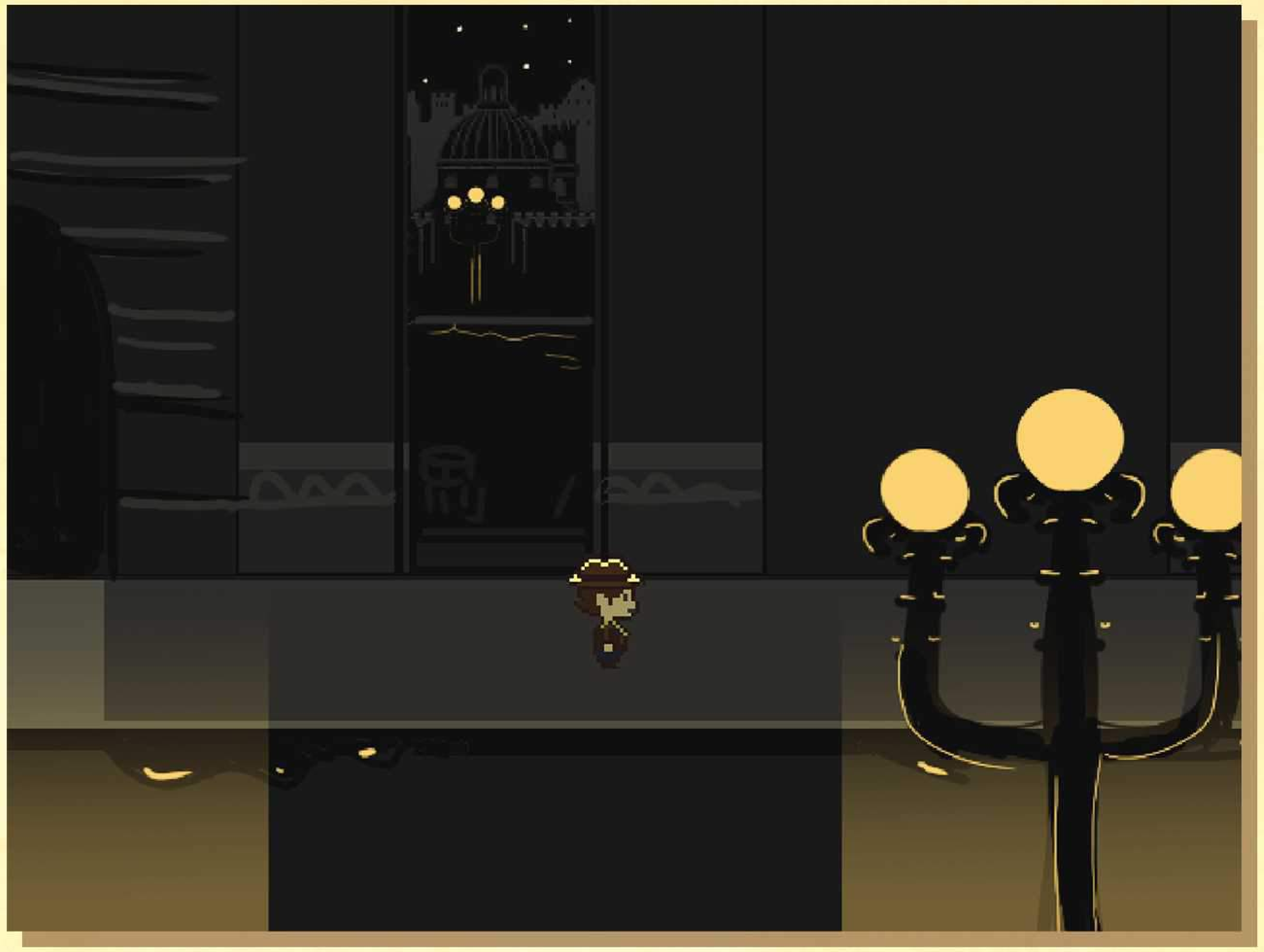
no more secrets.png - 2022
AeroArtwork


NEW HOME
🟥 - Off main path
🟪 - Direction blocked
Rooftop finale
You turn down an alley to reach Ceroba
Elevator to Asgore's Castle
Mart stops you from going this way at first
UG Apartments' elevator
The streets - lined with storefronts and houses
A travel station styled like an old train station

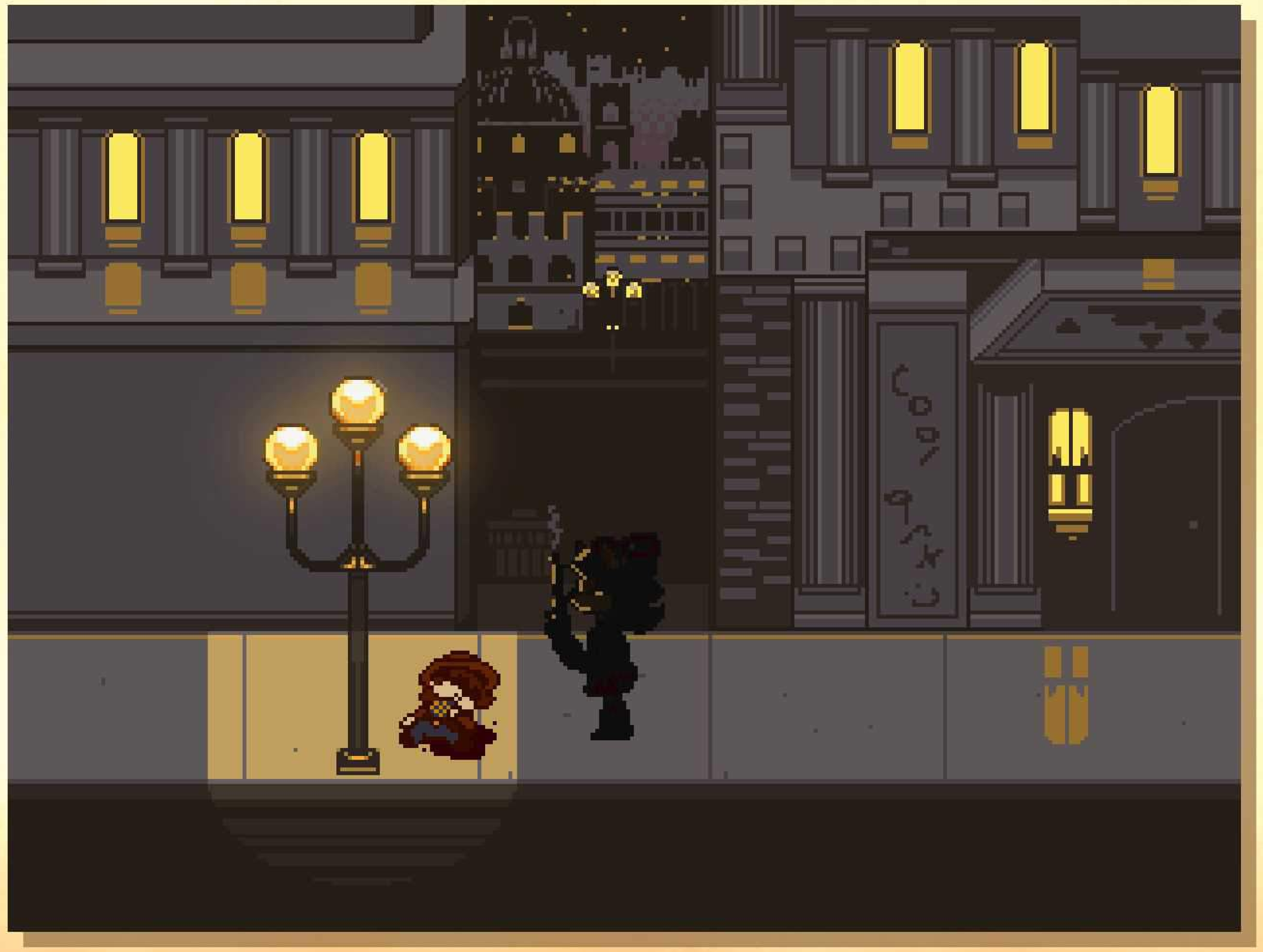
new home map.png - 2022
MasterSwordRemix

I wish we could've explored New Home further, but we didn't want to distract from the pressing matters that occur in the area.

- Sword



new home concept.png - 2022
AeroArtwork



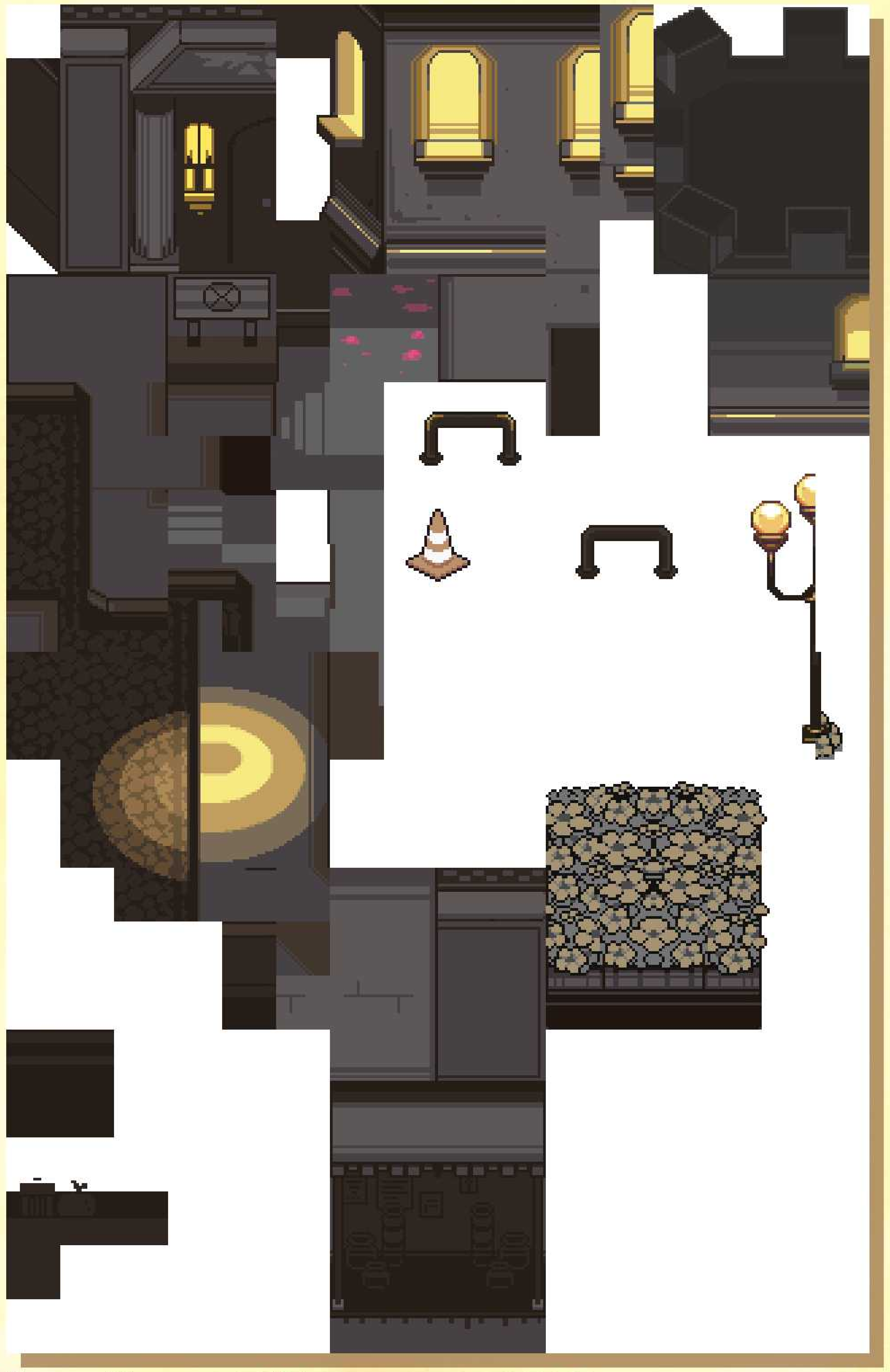
crime.png - 2022
AeroArtwork

A very normal piece of concept art of New Home. I loved the gray and yellow color palette.

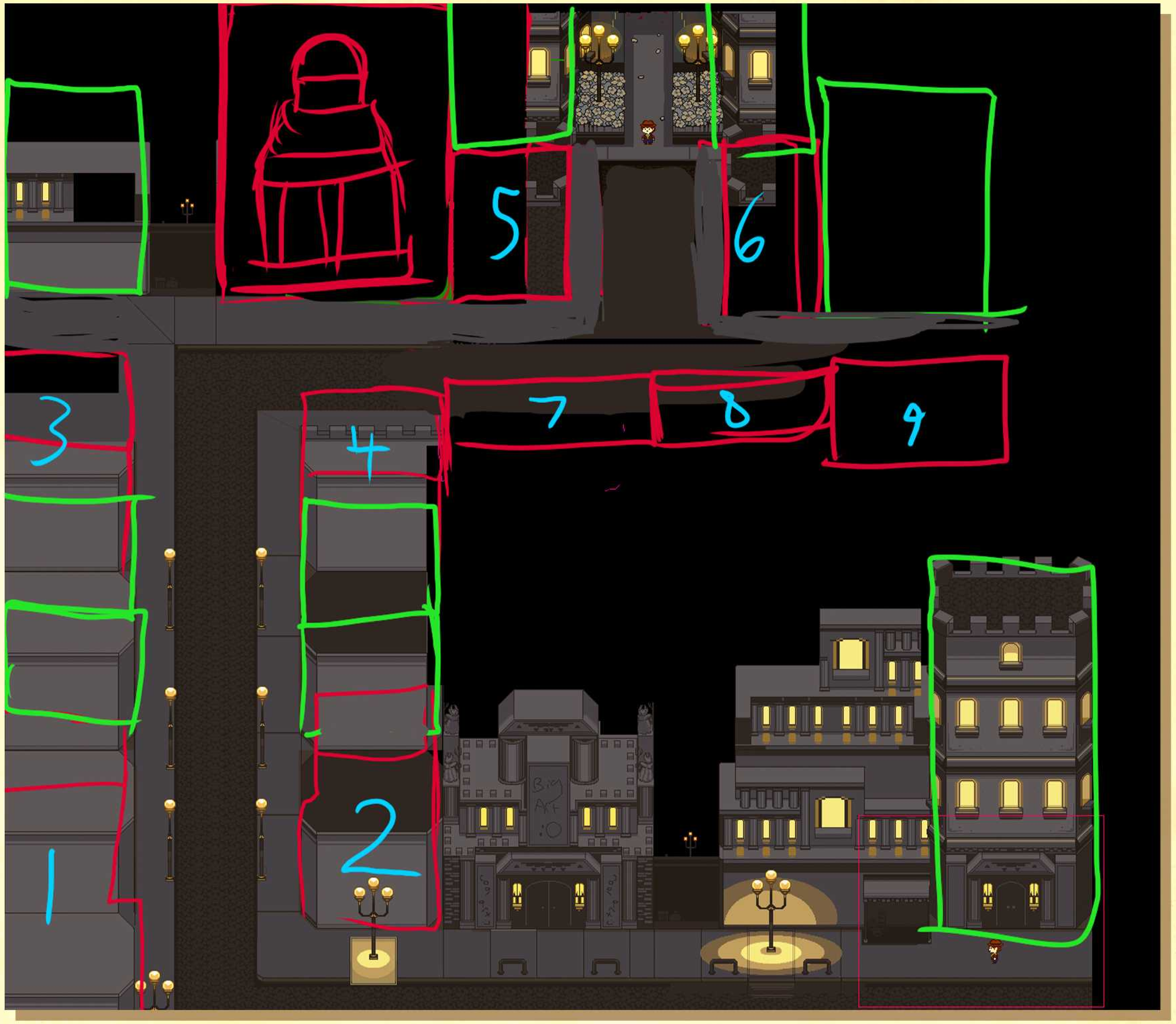
I wanted to loosely base the area of what we already kind of see in Undertale and 1800's architecture. Big and imposing buildings with limited street light technology.

It was very cool to bring an area from UT to life that you normally don't see.

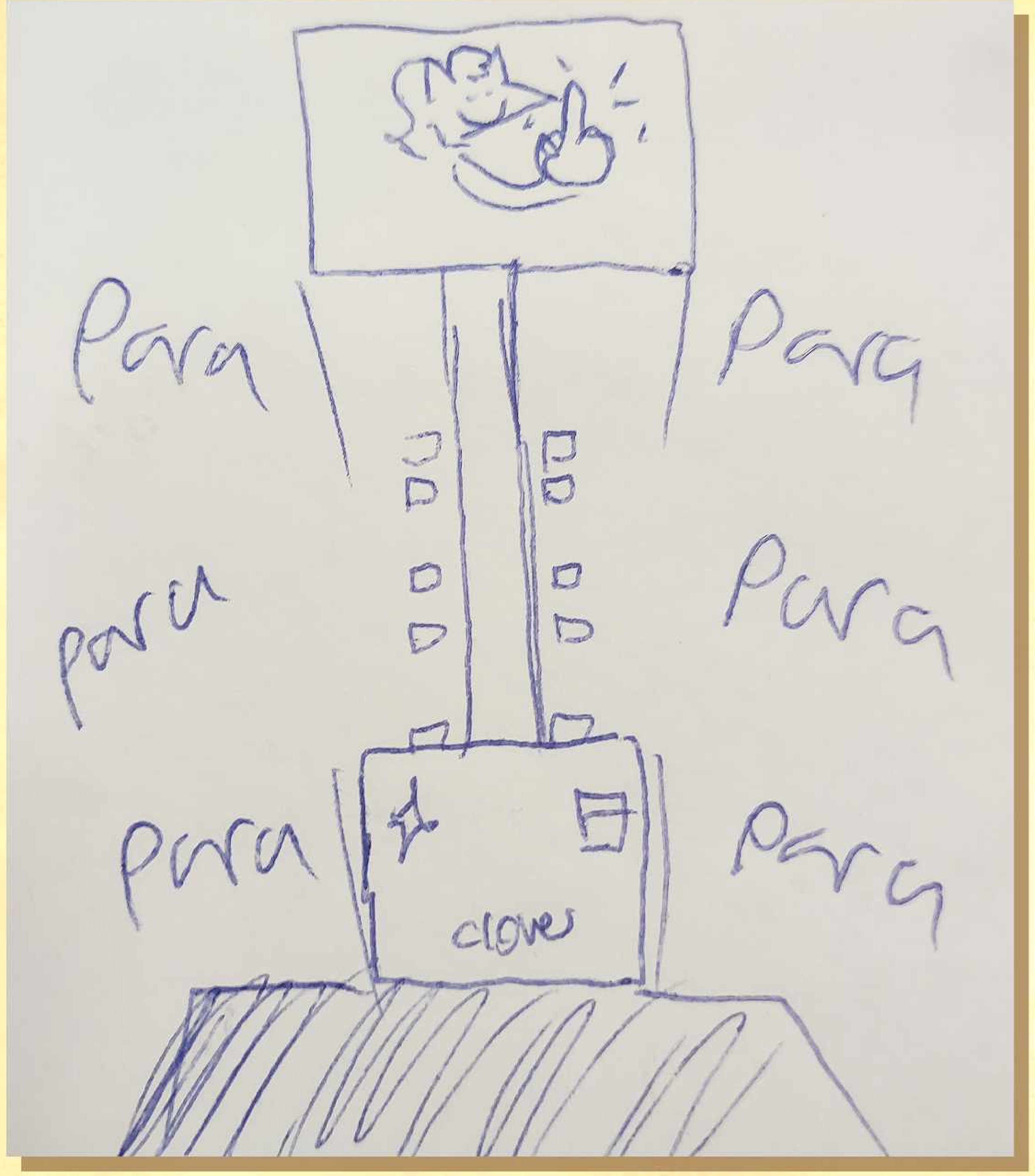
- Aero



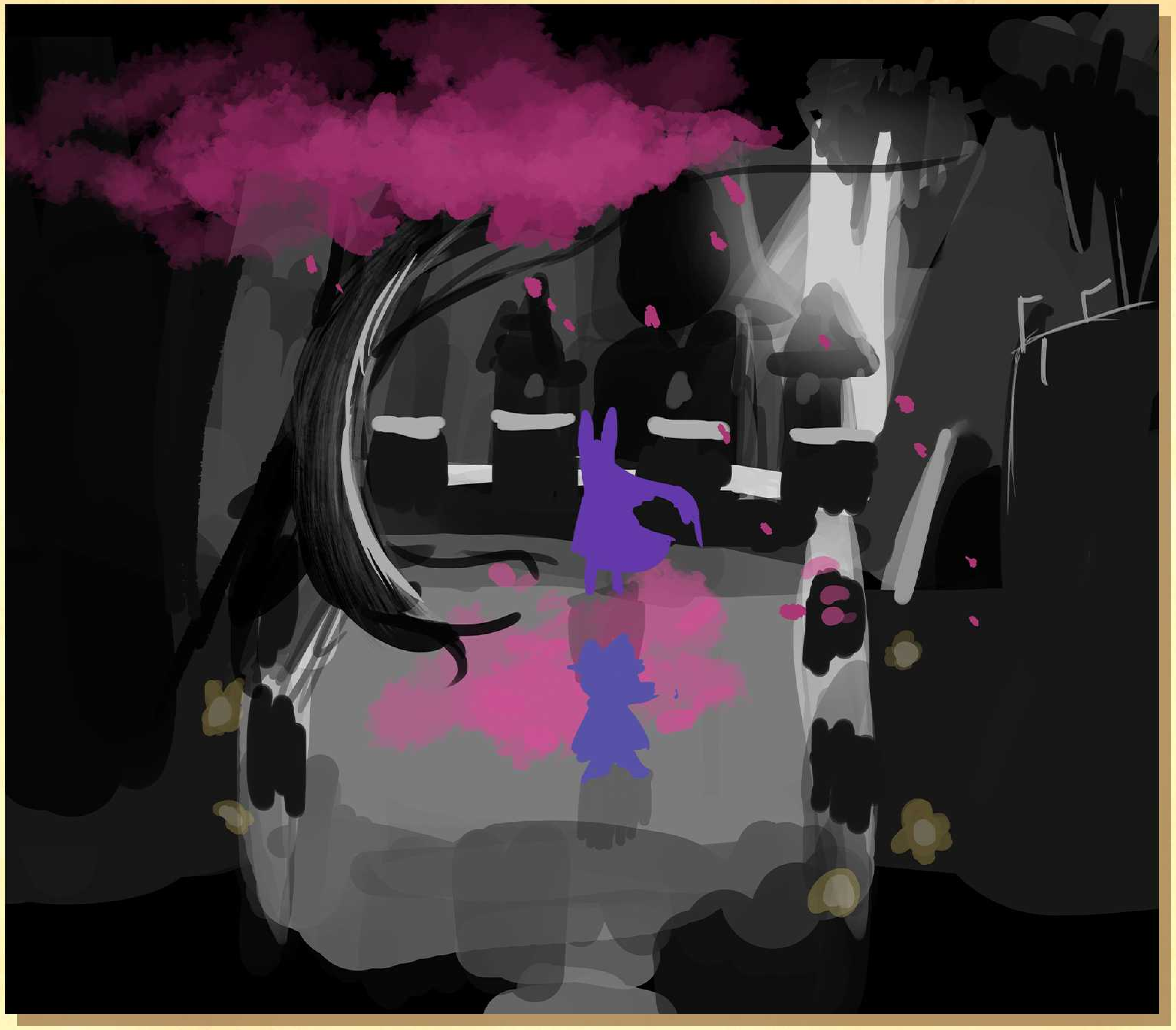
New_Home_Tiles.png - 2022
AeroArtwork


5
6
3
7
8
9
4
2
1
Big Art :O

new home plots.png - 2022
AeroArtwork



leadup.png - 2022
AeroArtwork



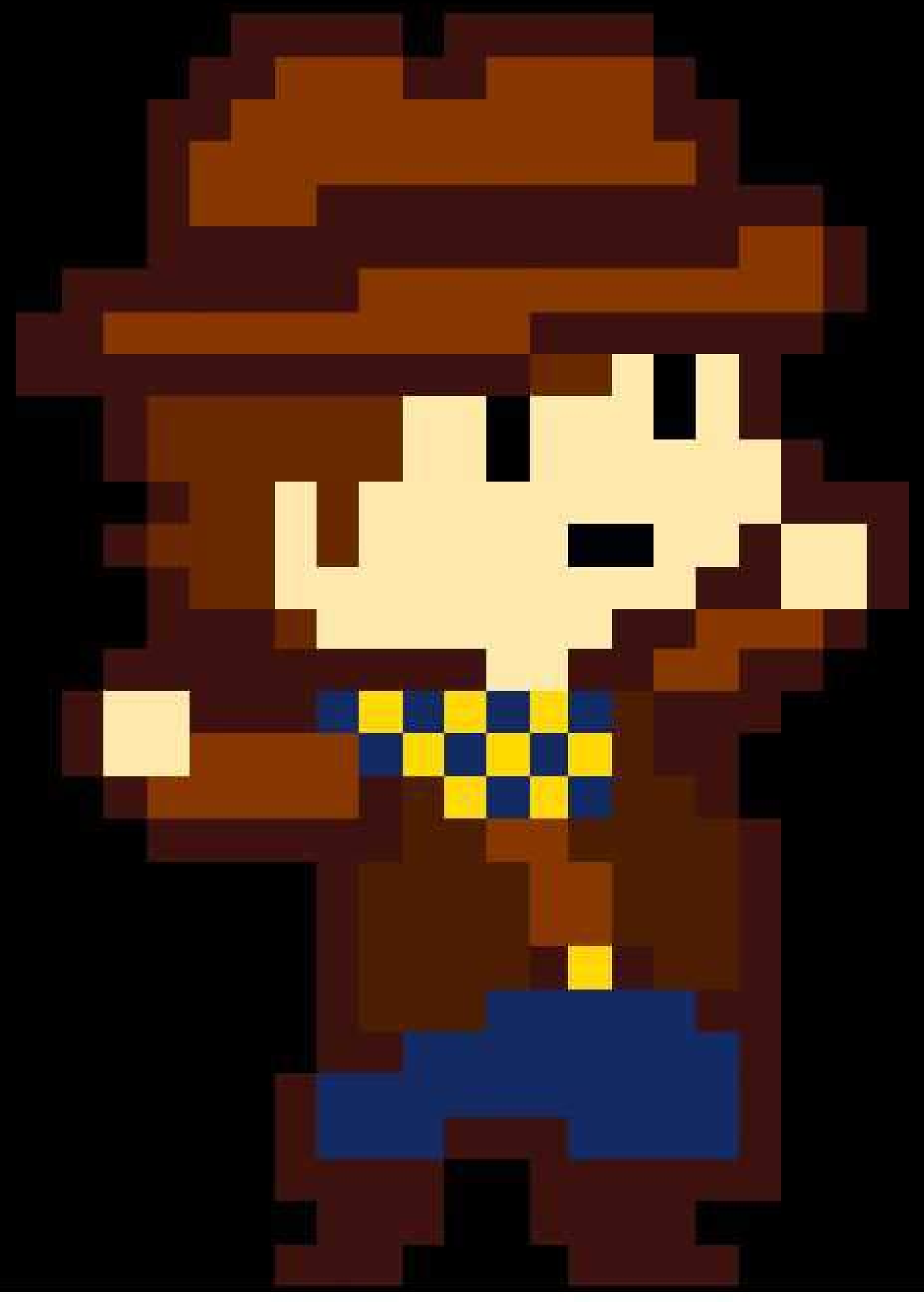
new_home_fight.png - 2022
GlitchedPie

This is probably my favorite contribution to the game. I always enjoyed fanart depictions of the Underground put into a tangible geographical environment and so I wanted to capture that in UTY.

At this point in development I was also trying to use color more deliberately and symbolically. When you enter the room, yellow is the only color present, but as you move up, the pink of the cherry blossom tree overtakes it as the sole color in the scene.

- Glitched

CHARACTERS



CLOVER

When people ask, “Why the yellow soul?”, a few reasons come to mind.

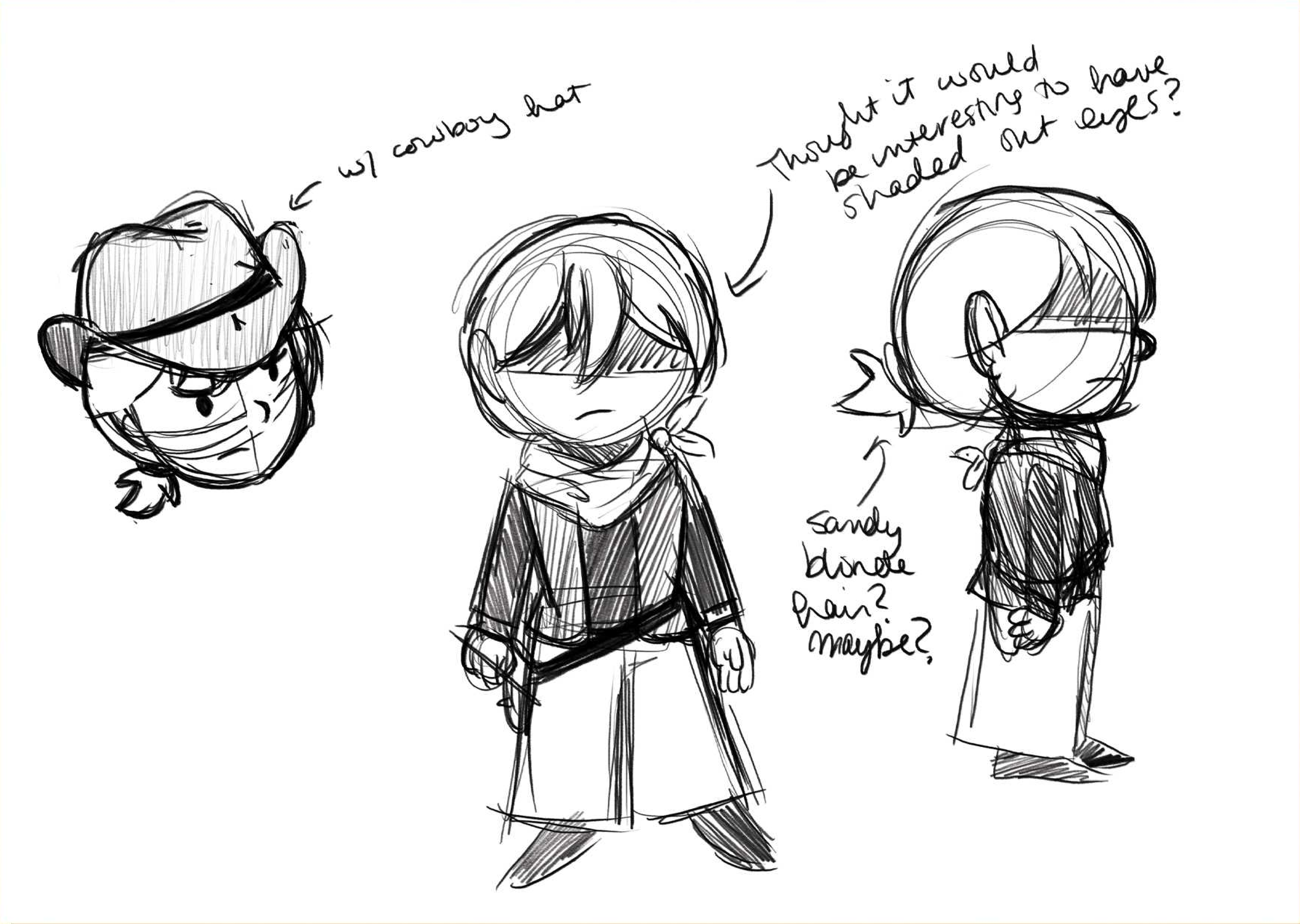
The simple reason is that it is - or was - presumed that they got the farthest in their Underground journey. More game.

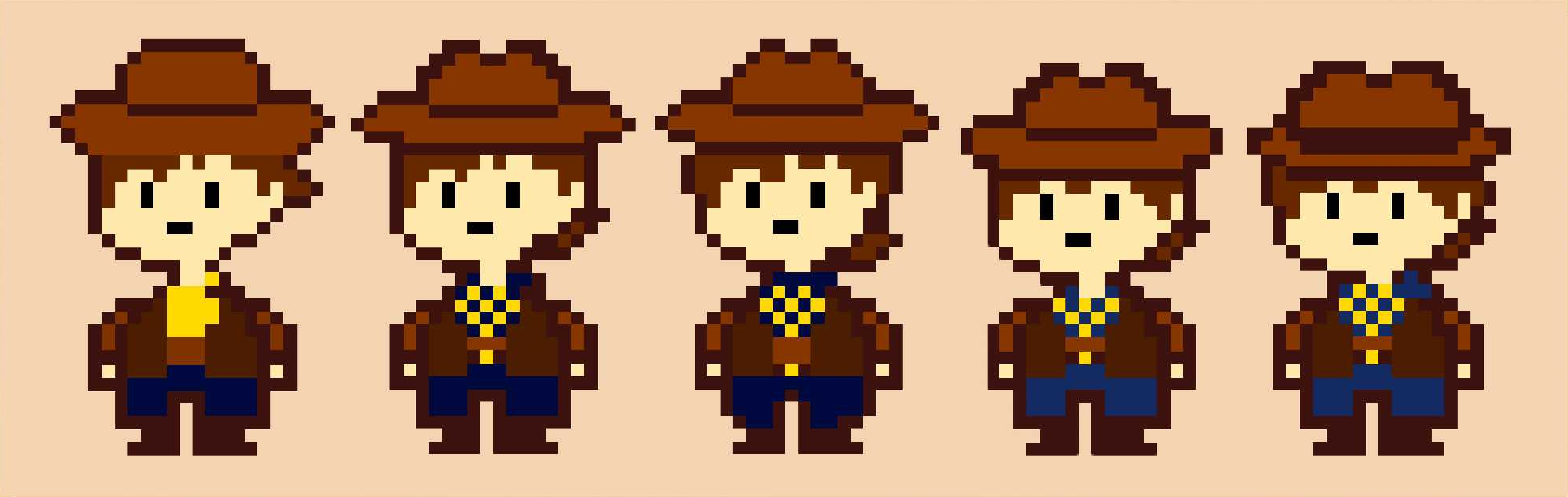
The stronger reason is their aesthetic and soul trait. The western angle seemed the most fun to explore out of the fallen children, and the idea of “justice” lent itself perfectly to the themes of Undertale.

They felt like a natural choice for a full-length prequel.

- Sword

Yellow.png - 2016
LitvacArt

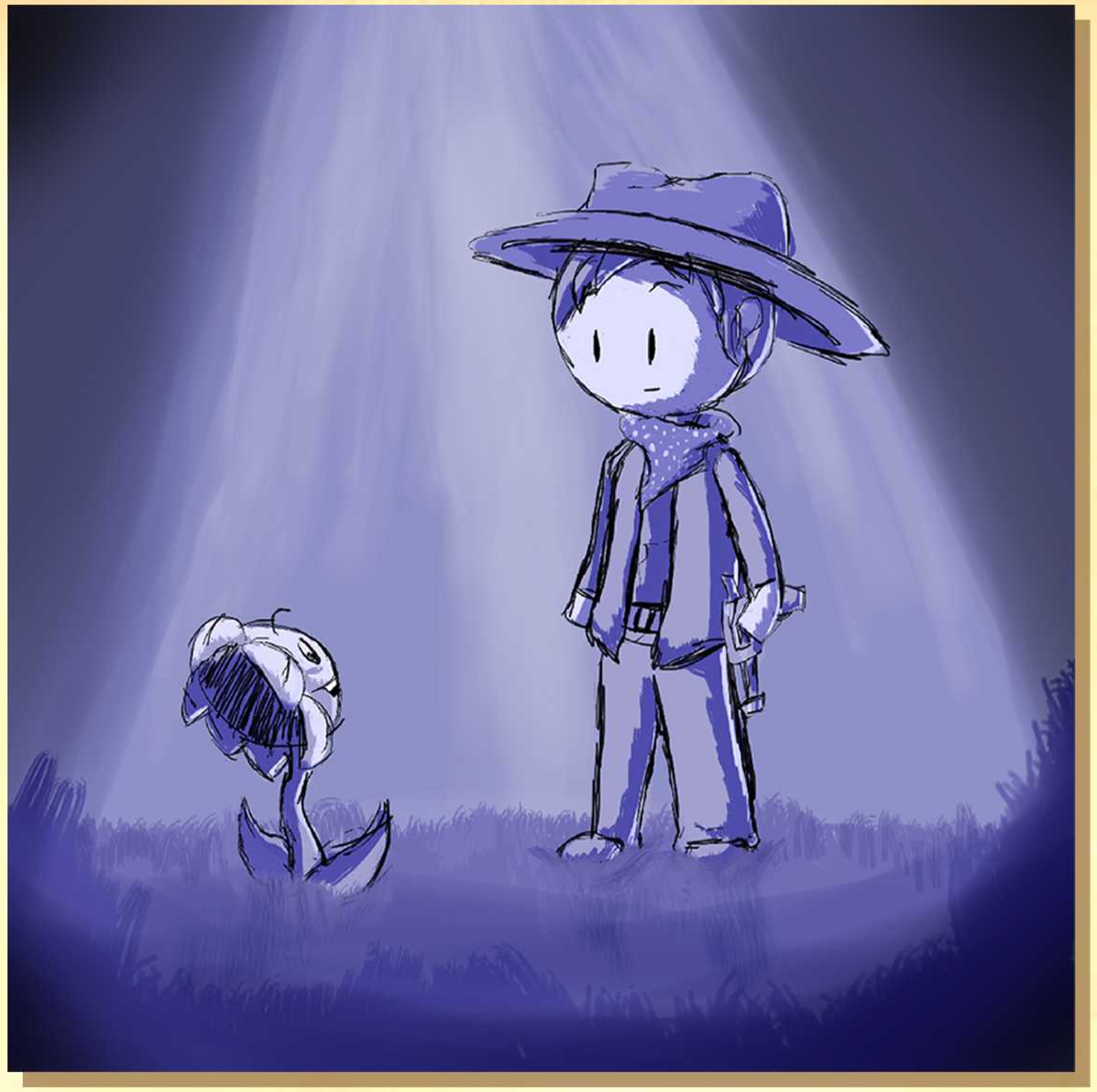

w/ cowboy hat
Thought it would be interesting to have shaded out eyes?
sandy blonde hair? maybe?



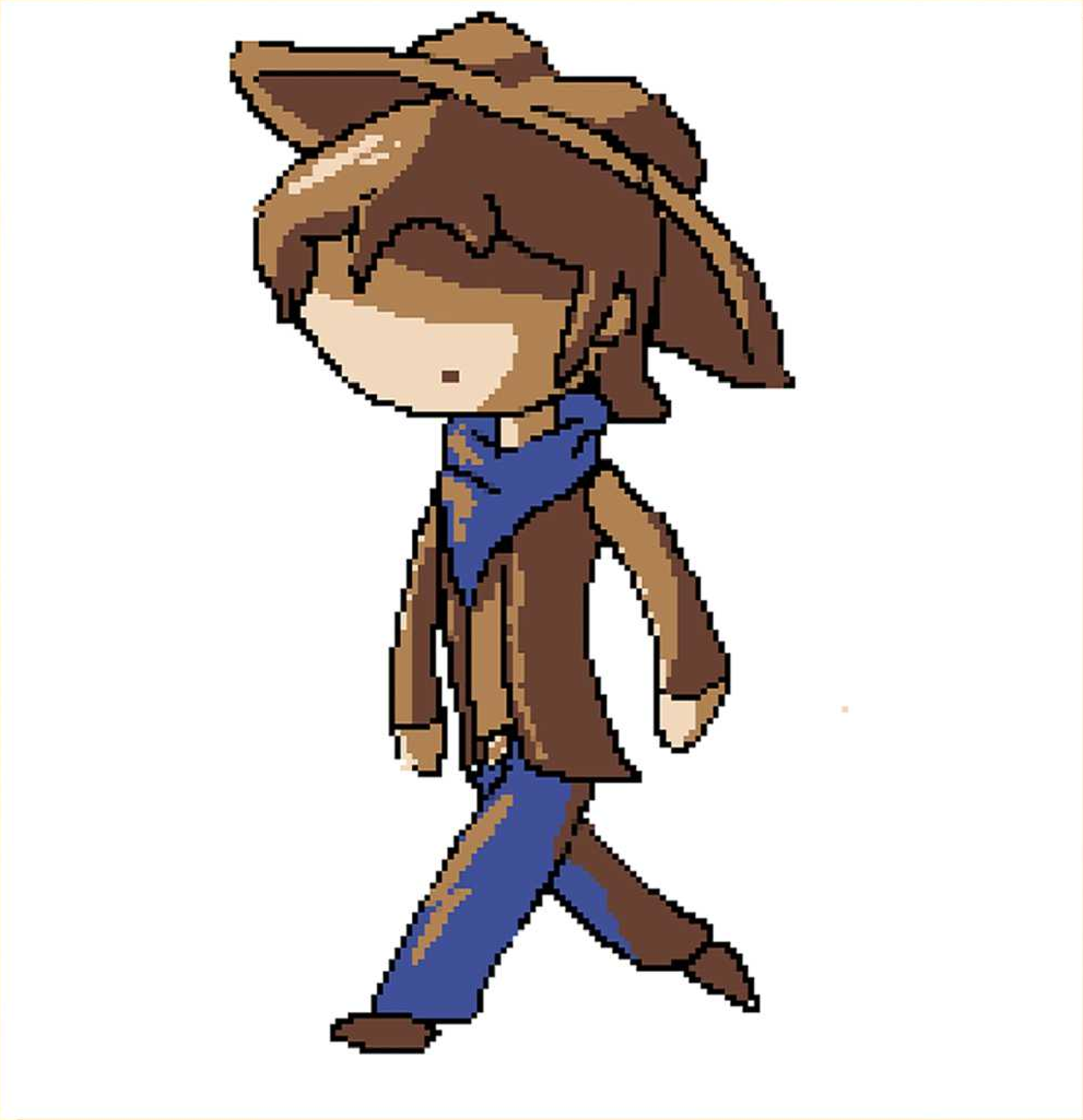
clovolution.png - 2016
Kdacbackwards, AWildDaydreamer, Gaziter, InkuNoodle

Clover was originally based on Frisk’s sprite, but after a few builds and the reveal trailer, something about their proportions felt off. So, the design team put their heads together and ended up with a version of Clover I wouldn’t want any other way.

- Sword

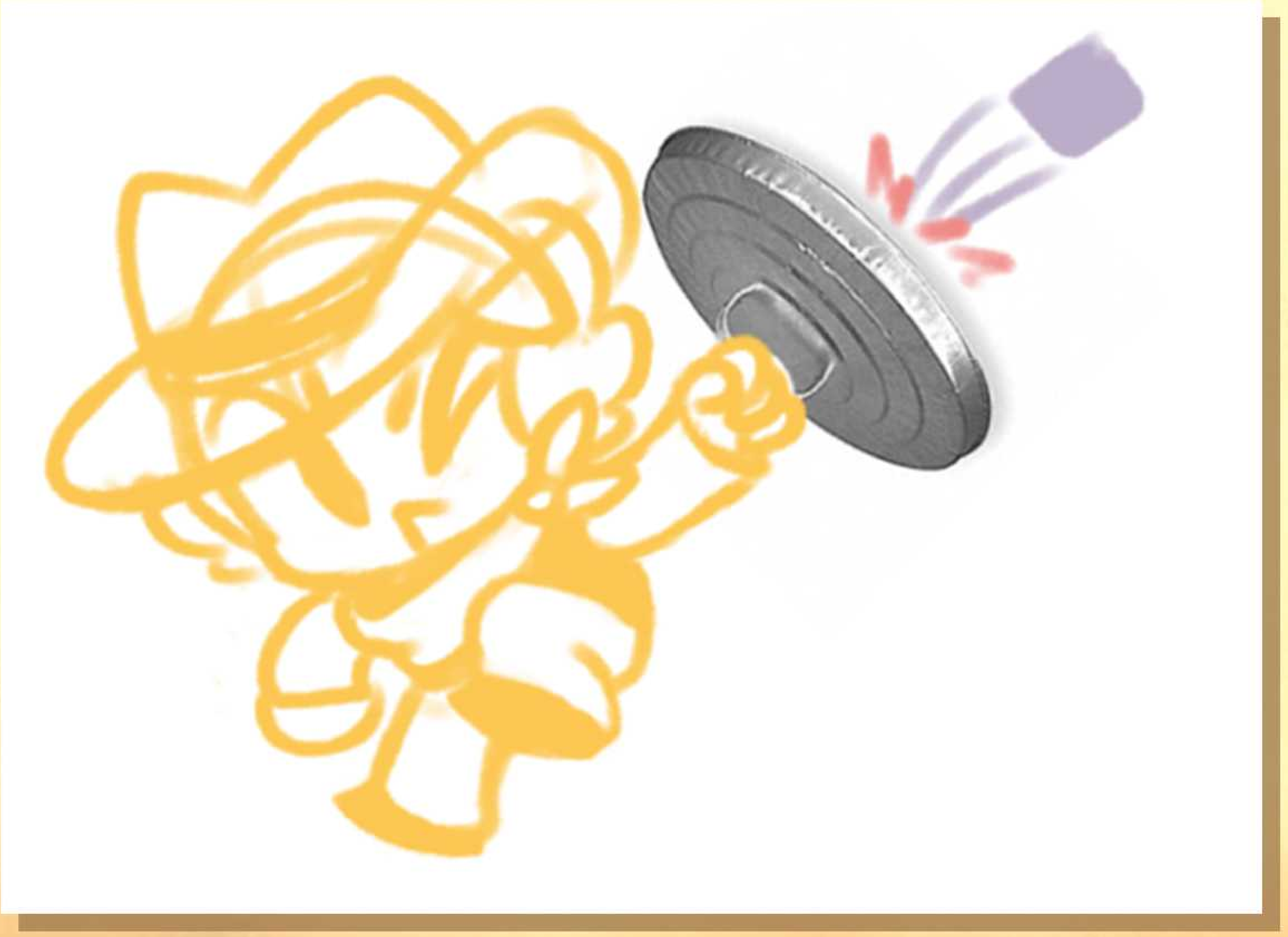


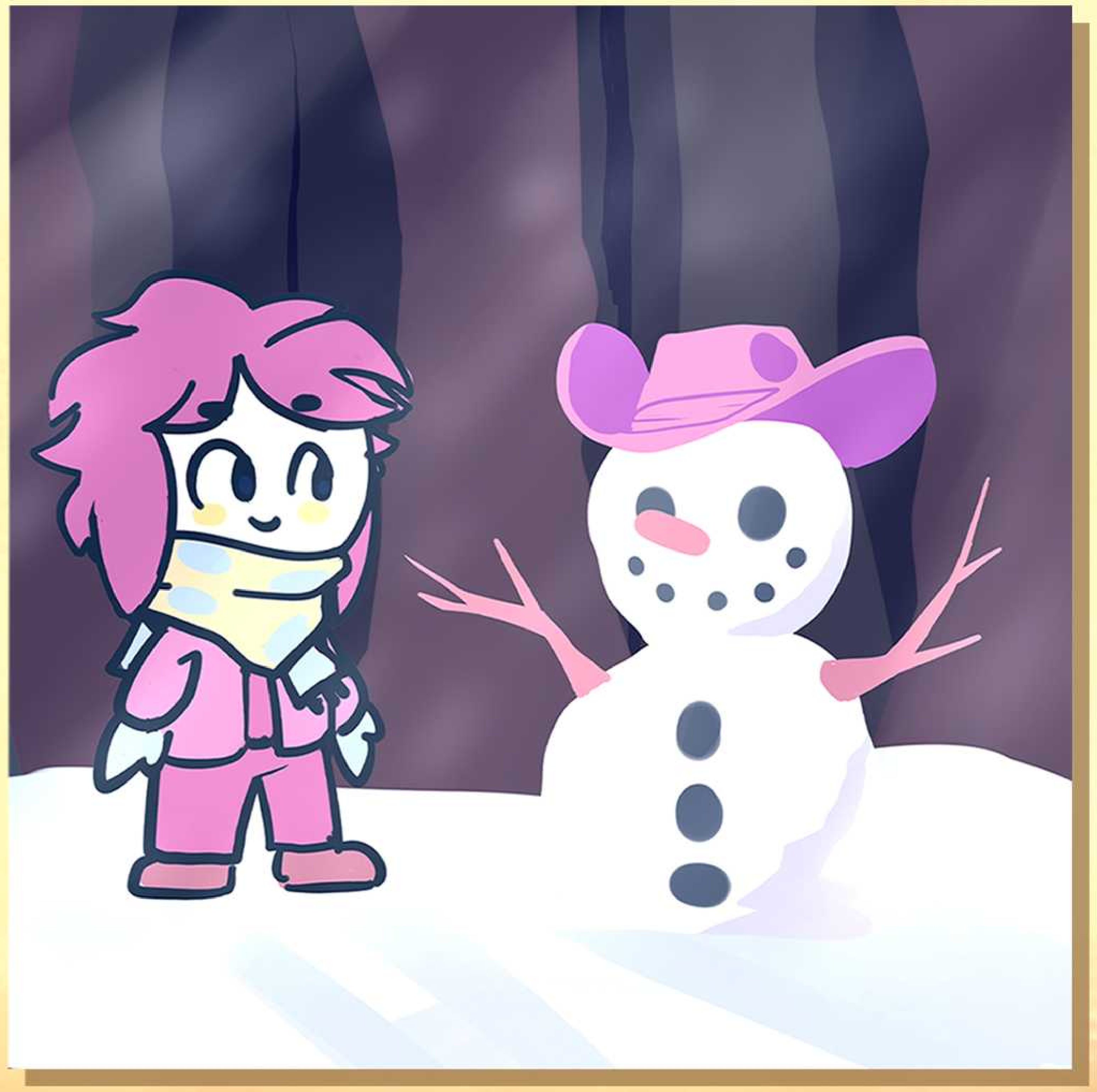
meeting.png - 2016
Figburn



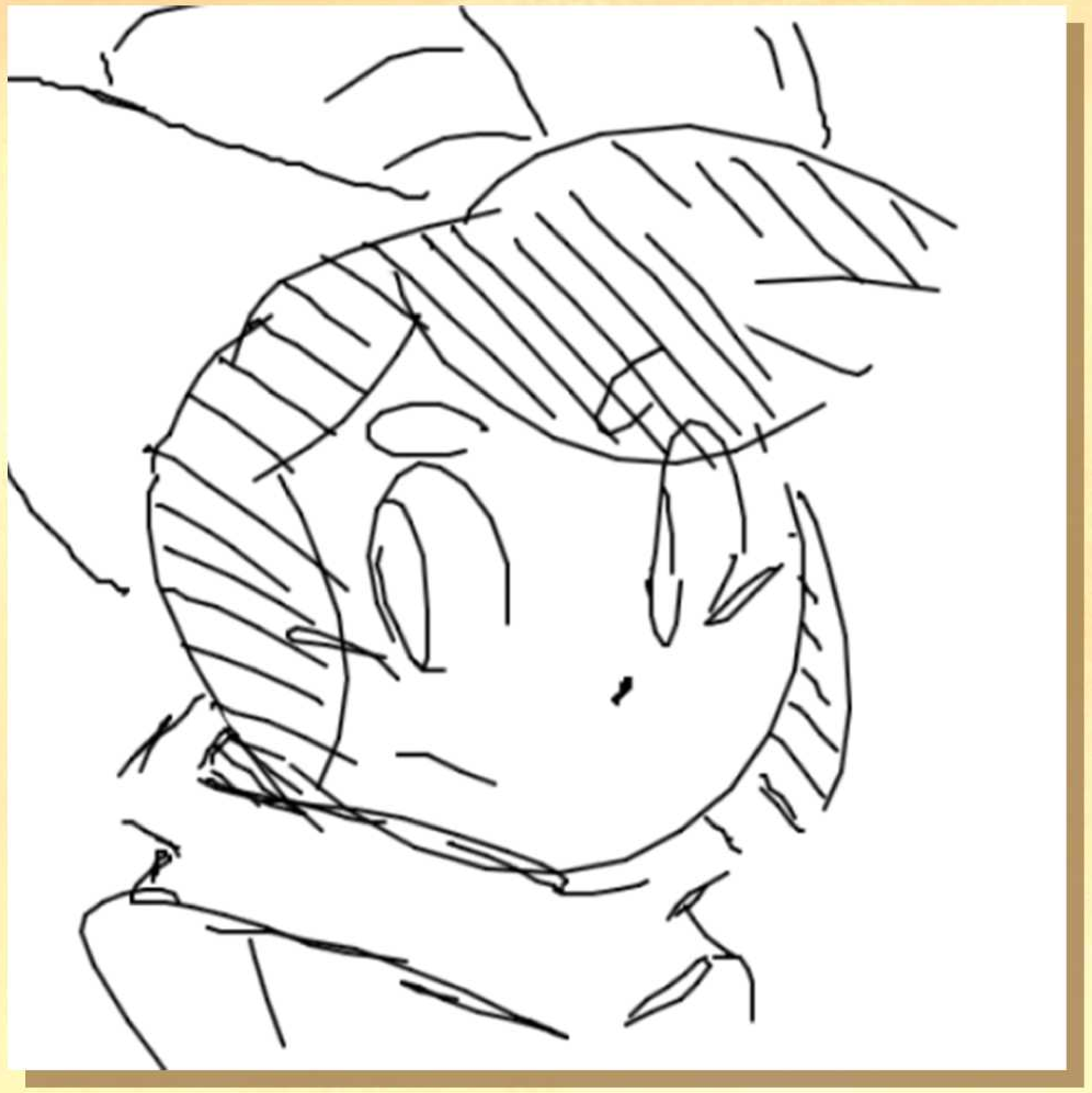
step.png - 2016
Figburn

clover_lid.png - 2018
InkuNoodle

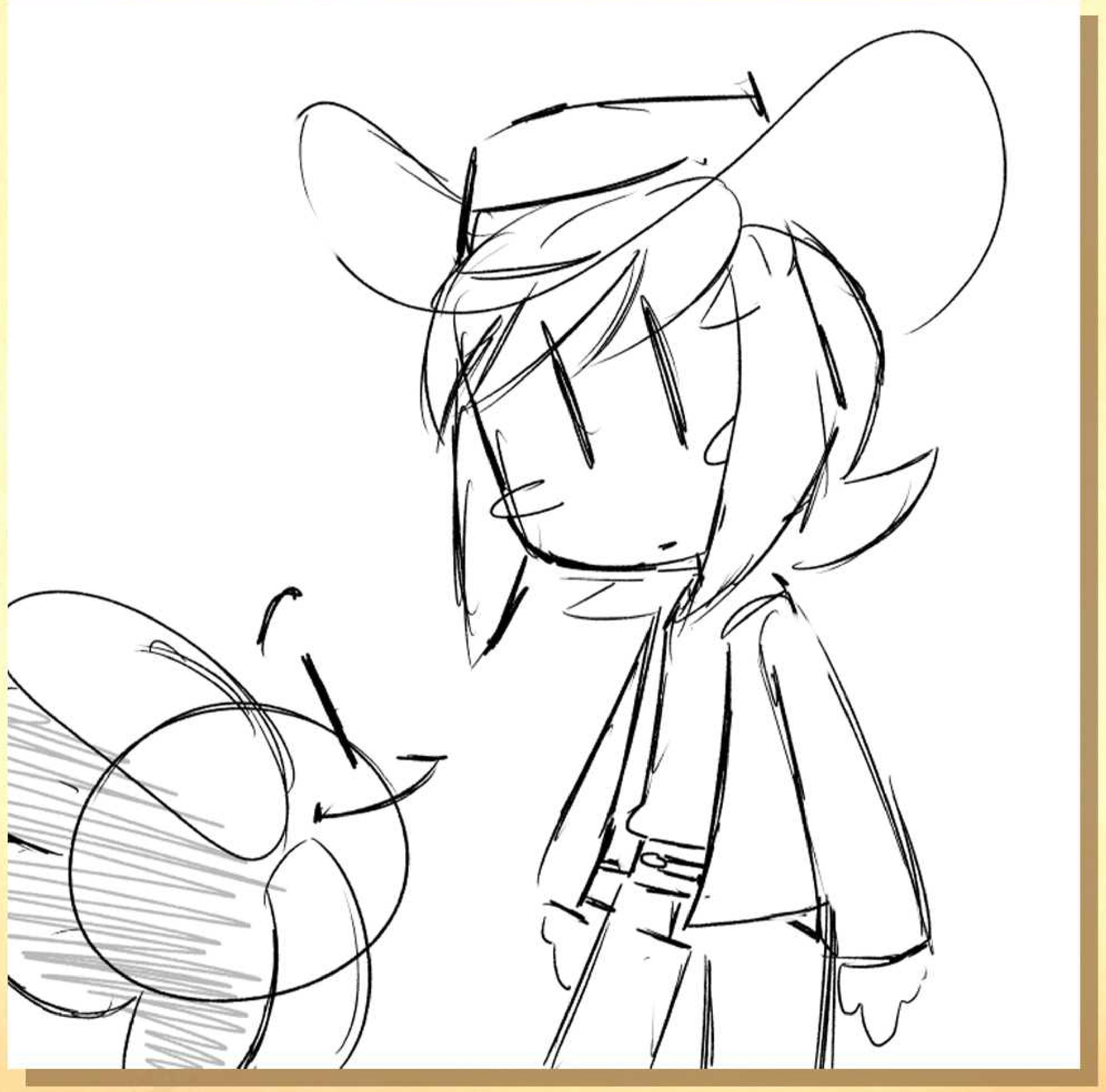




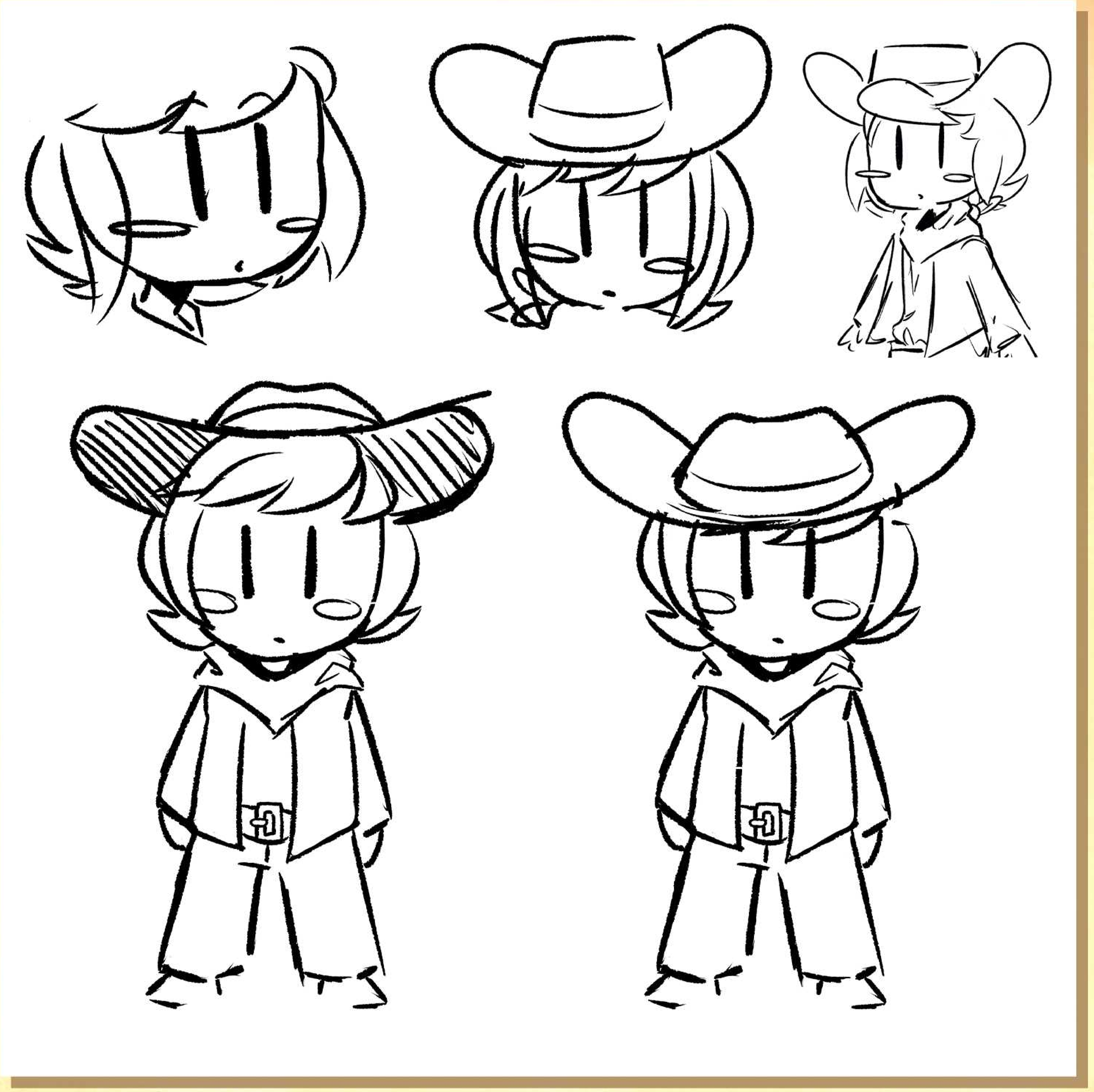
sno.png - 2017
Figburn



sketch.png - 2017
Figburn

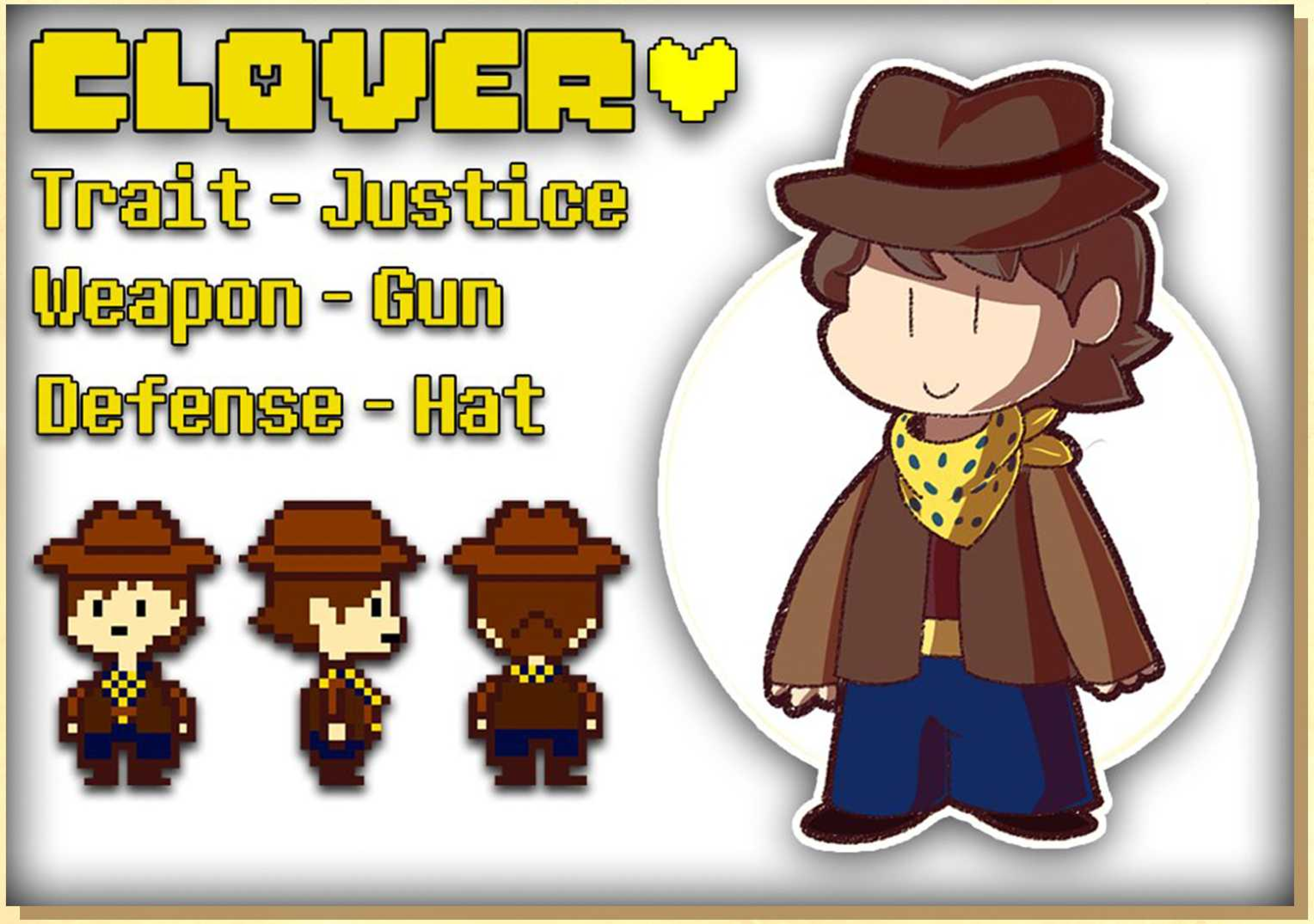


Clover & Flowey Meeting.png - 2017
Figburn

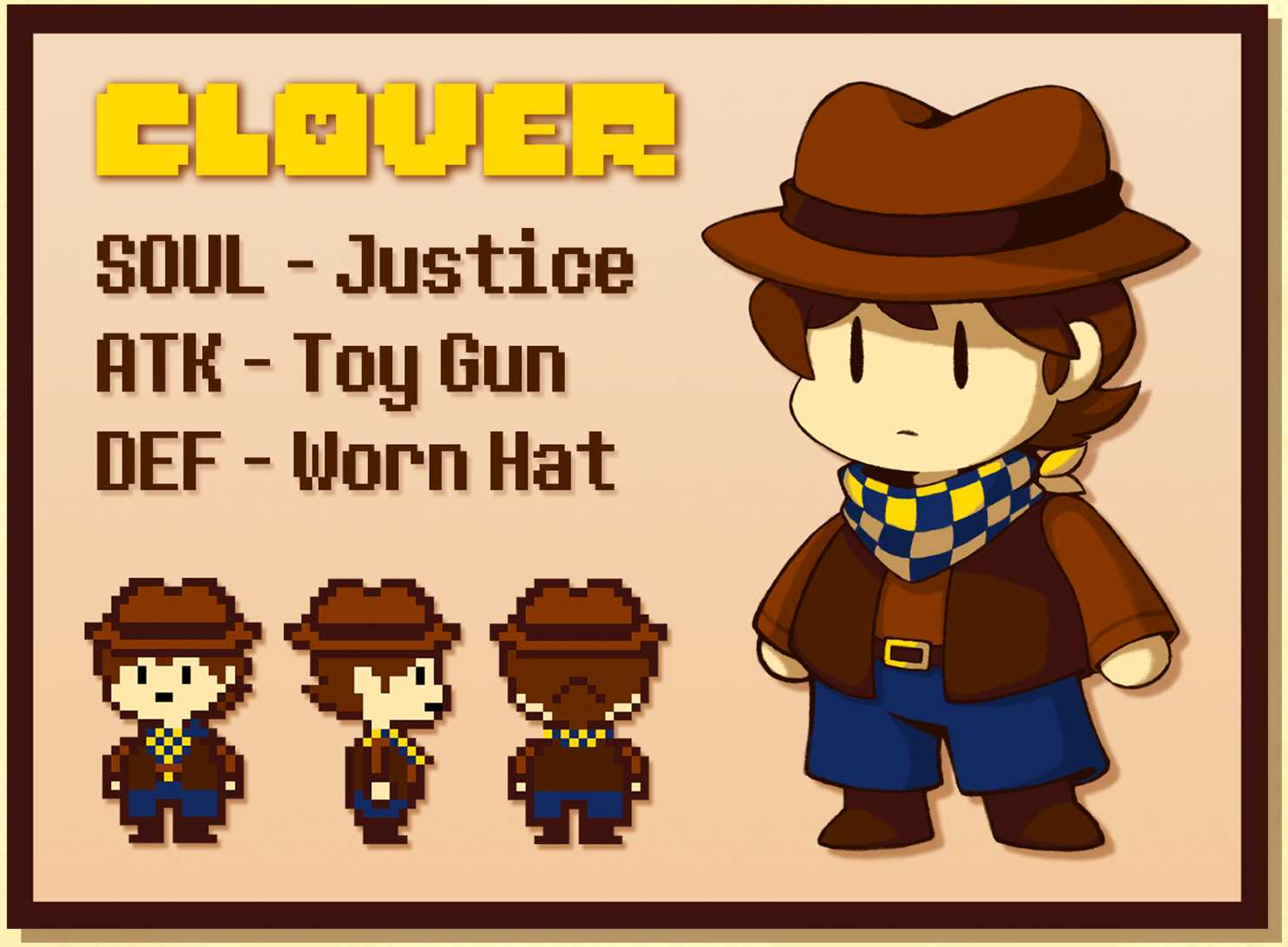


clover_attempted_model_sheet.png - 2017
Figburn
Around the time of the Snowdin trailer, I was trying to figure out how to consistently draw clover.

Today I now realize how evil the hair is to draw at different perspectives, but ehh, it worked out.
- Fig


CLOVER
Trait - Justice
Weapon - Gun
Defense - Hat

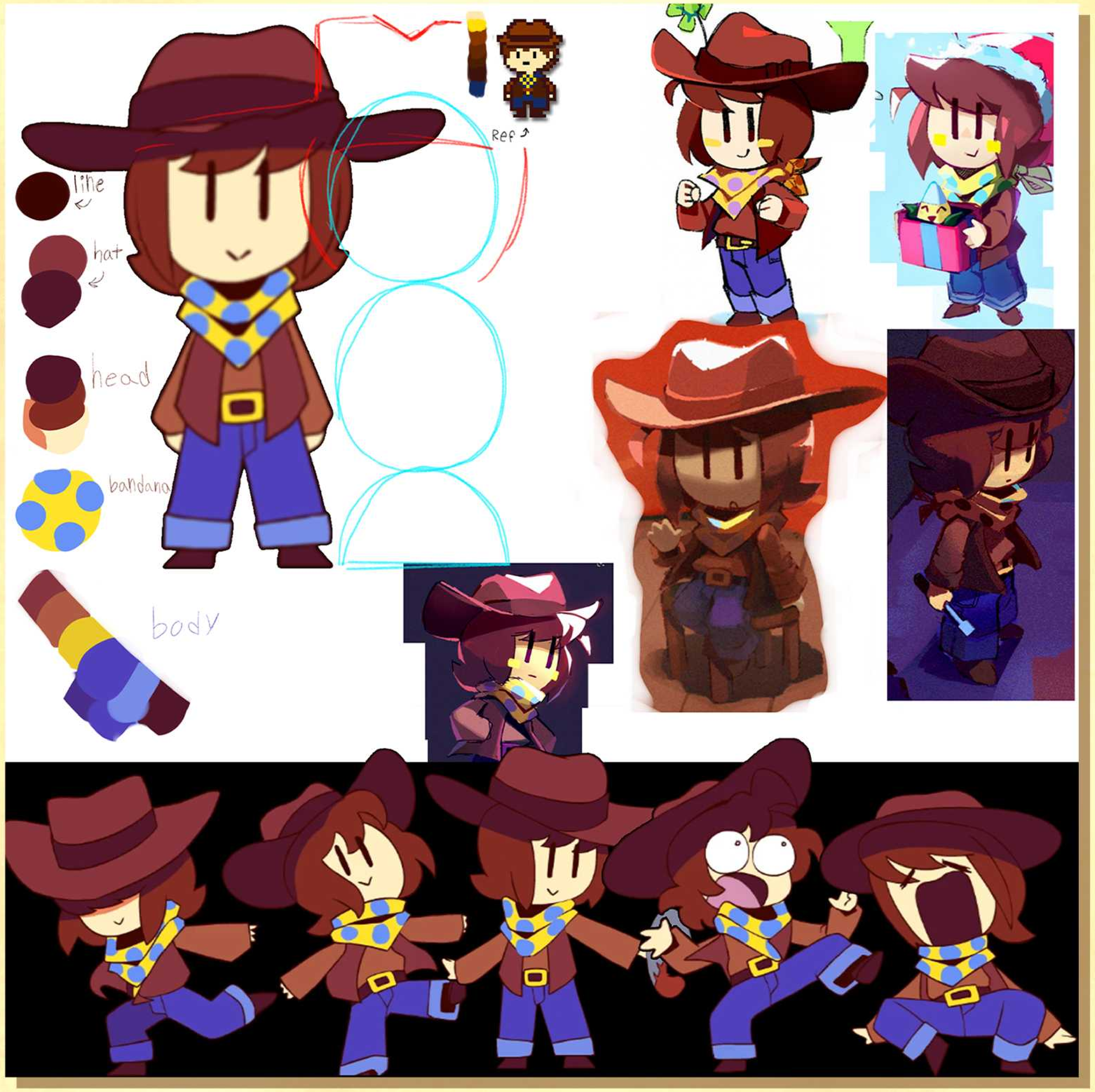
Clover Sheet.png - 2016
InkuNoodle


CLOVER
SOUL - Justice
ATK - Toy Gun
DEF - Worn Hat

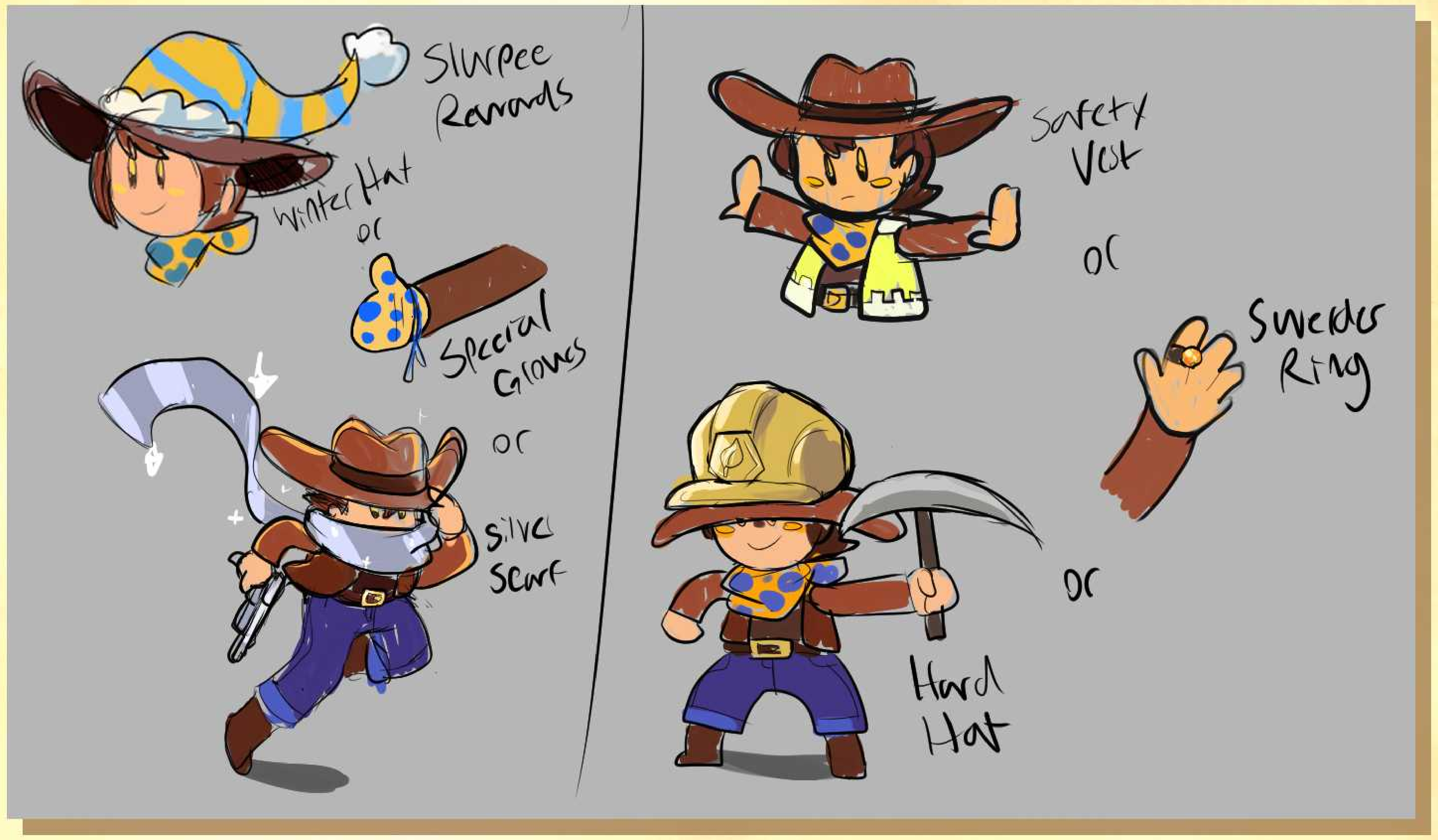
Clover Sheet 2023.png - 2023
InkuNoodle

Tried to make this look as much like the overworld sprite as possible, as a contrast to Figburn's more stylized portrayal. Also, I had broken my knee a few days prior to drawing it, so I rushed a few areas like the bandana so I could get back to bed.

- Noodle


line
hat
head
bandana
body
Ref

clover ref.png - 2022
Figburn


Slurpee Rewards
Winter Hat
or
Special Gloves
or
Silver Scarf
Safety Vest
or
Swelder Ring
or
Hard Hat

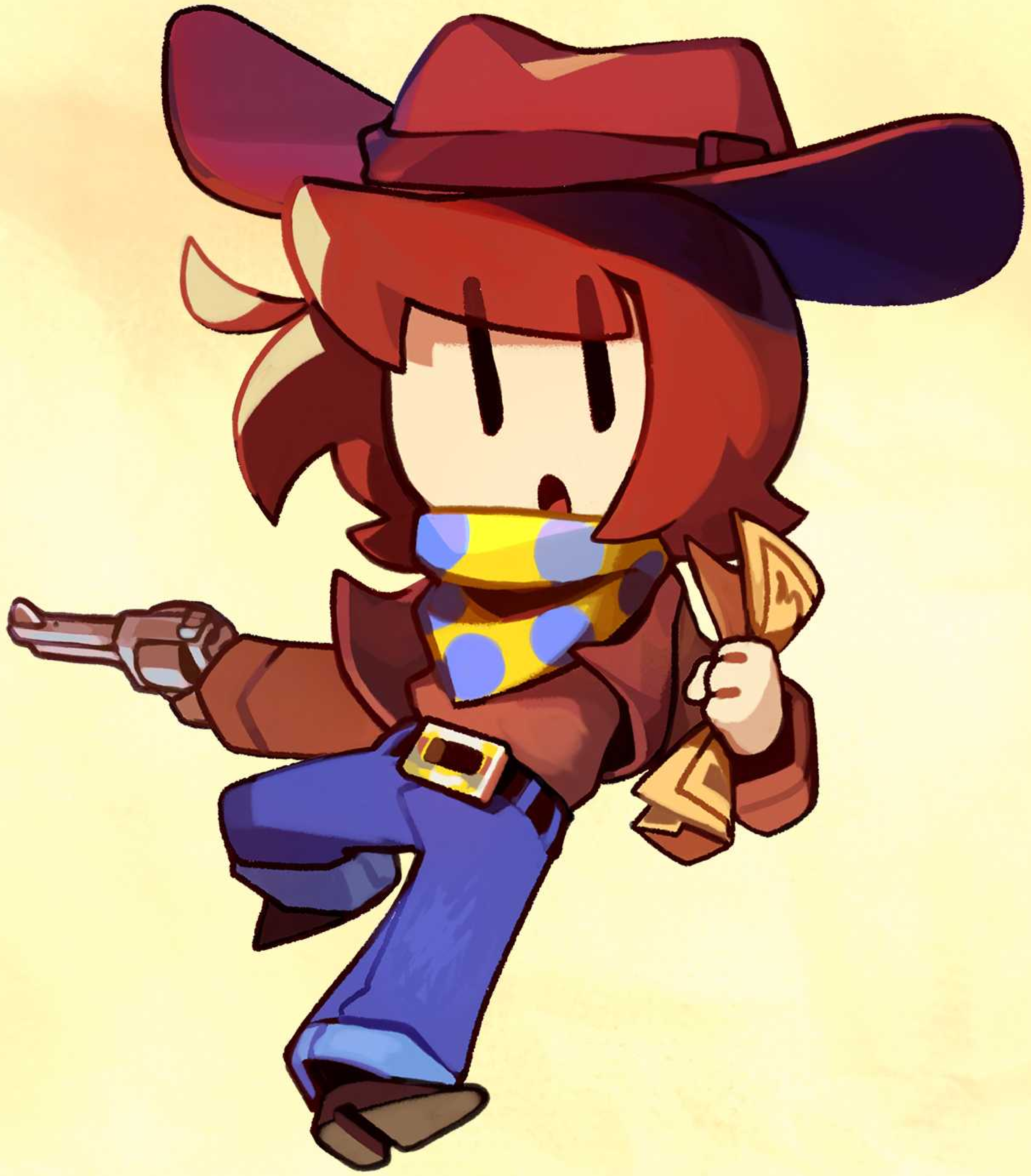
polish upgrades.png - 2023
AeroArtwork

One of the last concepts for the entire game.

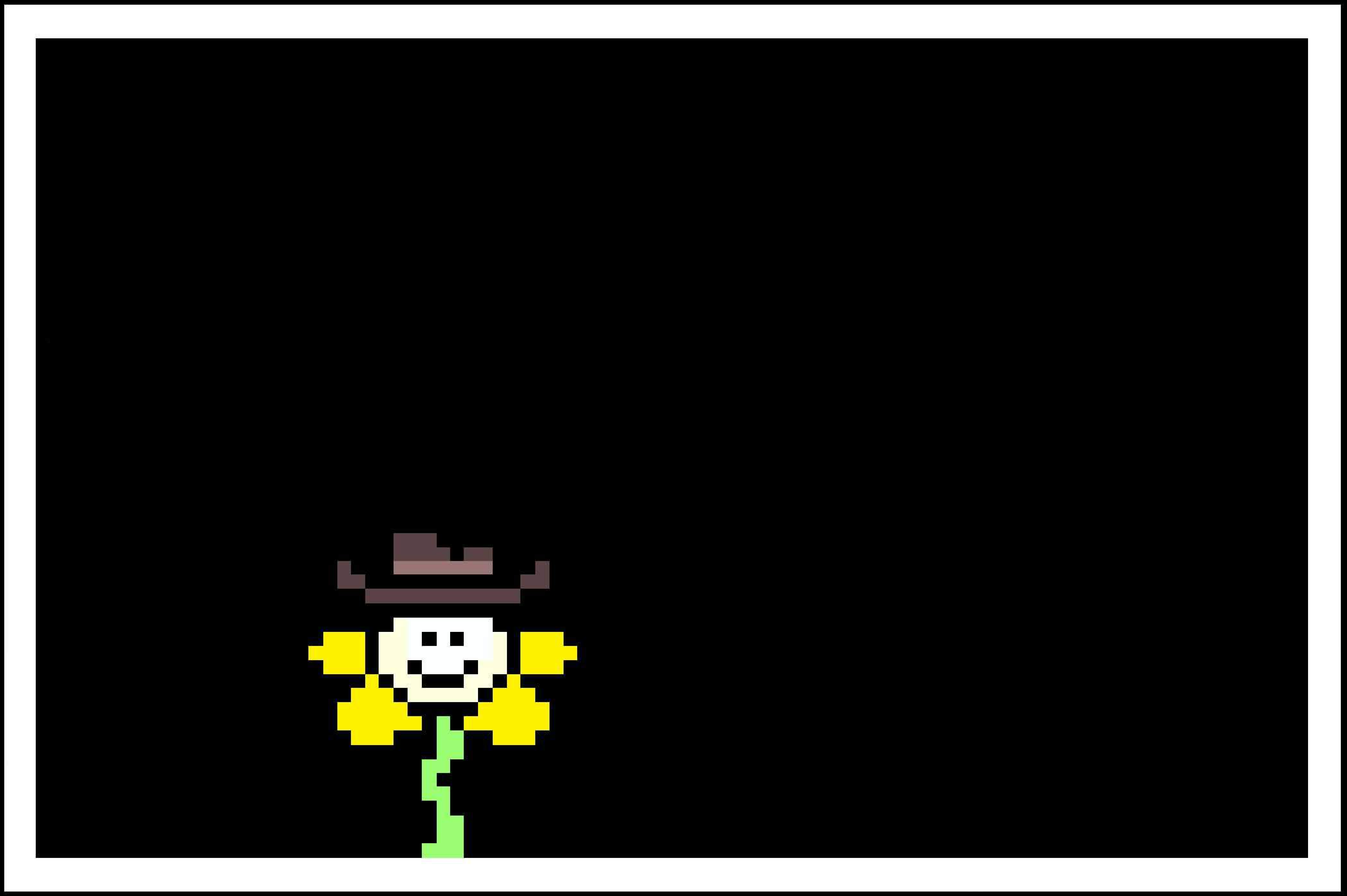
We were looking for new upgrades to help players have more armor in the game just in case they missed some in the shops. We also wanted to change the award for Slurpy Quest so any route had extra equipment... even though you never see them, I drew concept art anyway.

(Did you know that the original reward for Slurpy Quest was just coffee beans? Dodged a bullet... Literally.)

- Aero



clover2.png - 2023
Figburn



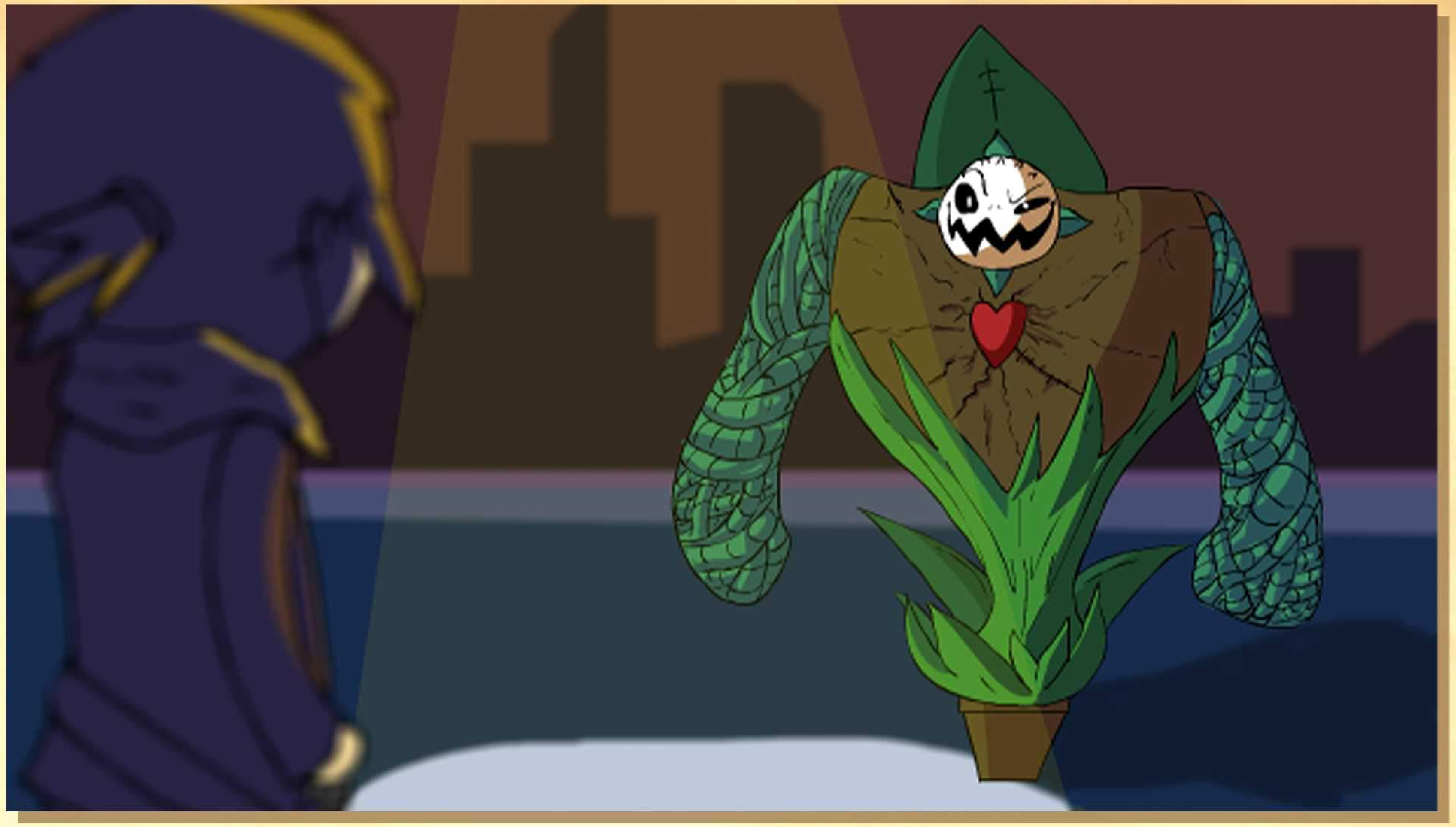
FLOWEY

From day one, we were aware that the events and timeframe of this game didn't happen in the UT story. Flowey most likely didn't exist when the yellow soul fell.

However, we saw that stretching the "canon" made for a much more interesting experience. 100% accuracy would've been repetitive and predictable, so we took some risks.

Tampering with Flowey was one of the biggest risks we took, but it's probably the best decision we made. The game just wouldn't be the same without him.

- Sword

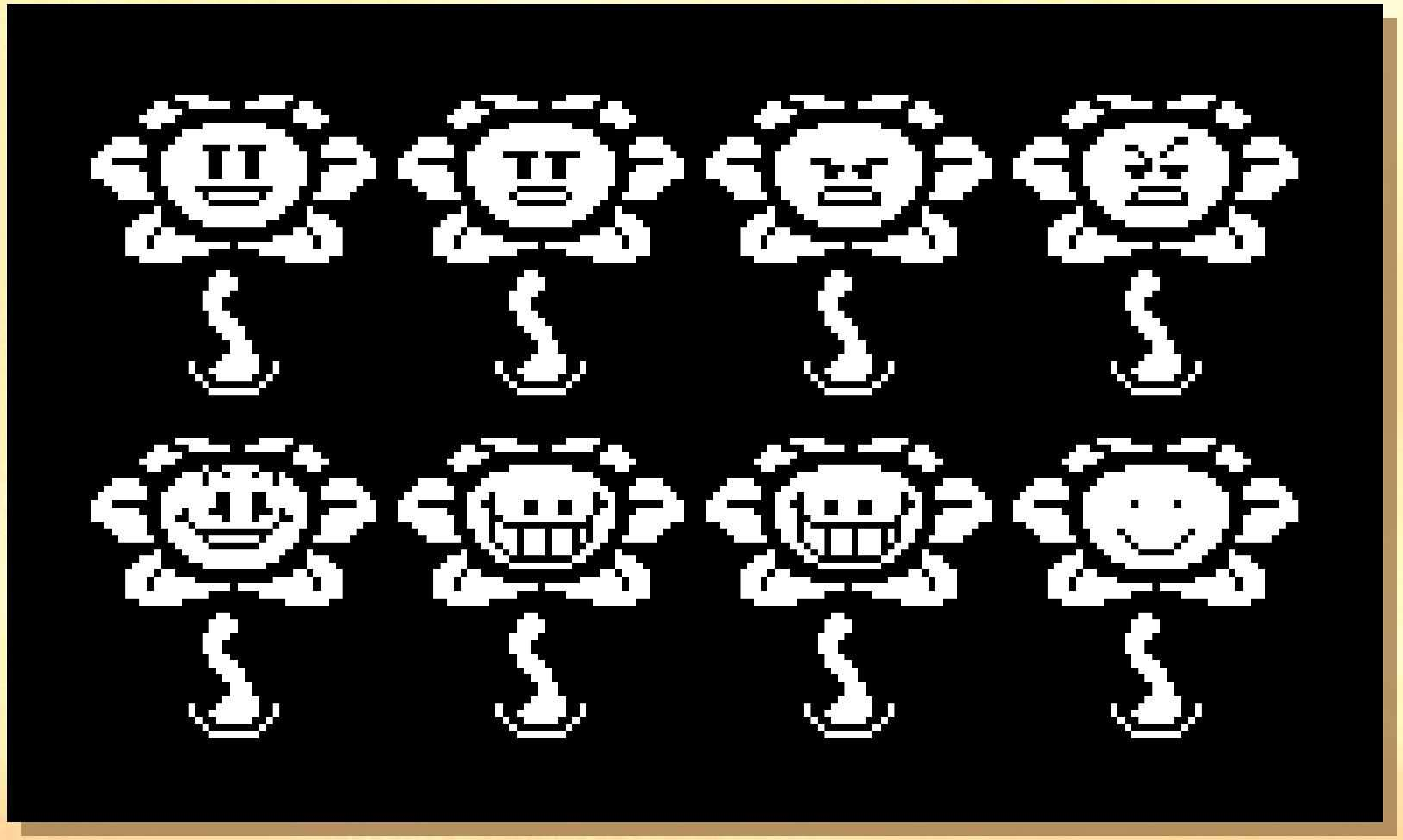


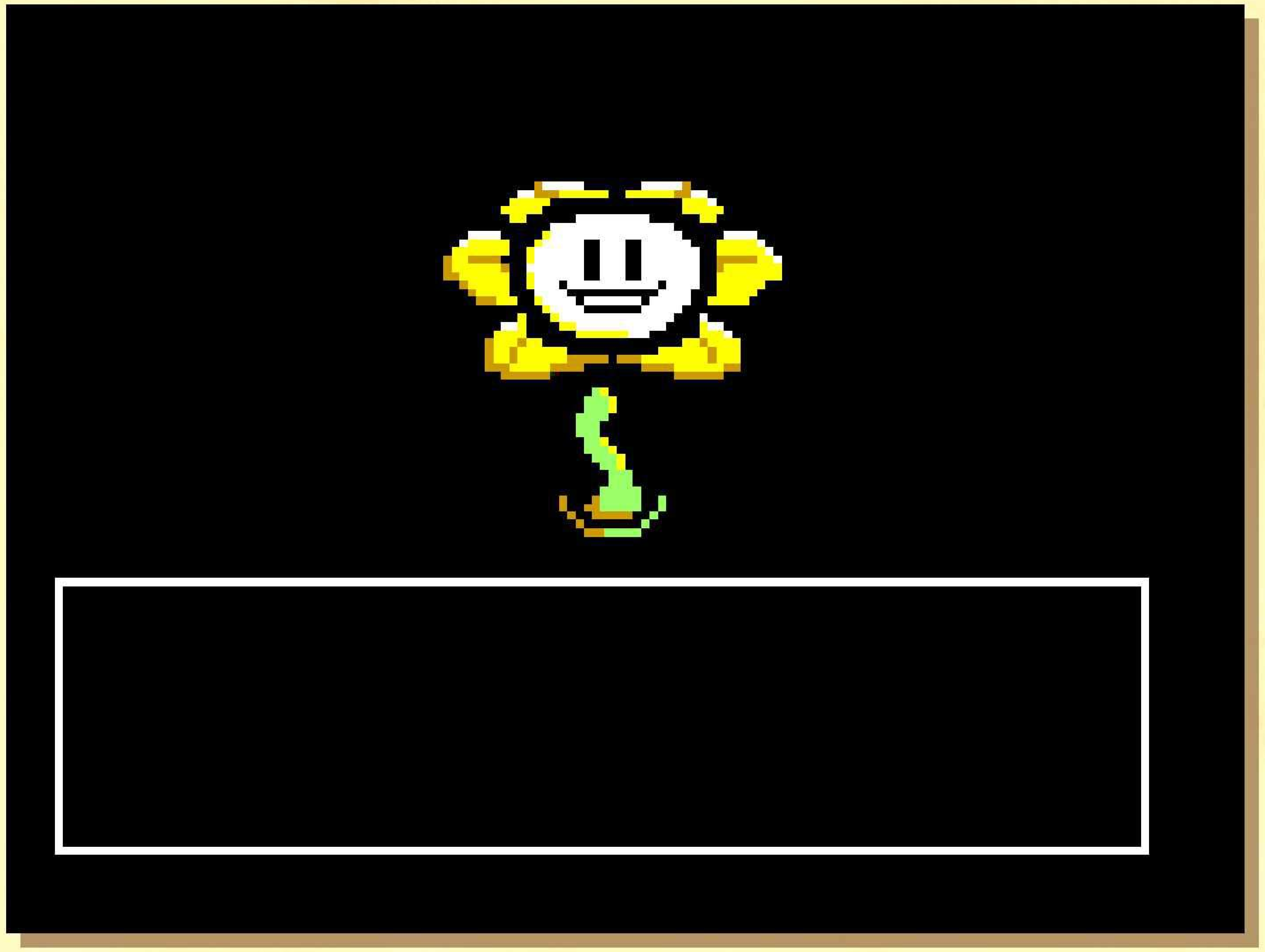
flowey_boss_concept.png - 2016
Figburn

With Flowey being the secondary main character of the game, we knew he had to be one of the final bosses. However, trying to follow up Omega Flowey was a tall order, so it took a lot of brainstorming to get right.

- Sword

geno_floweyfaces.png - 2022
GlitchedPie

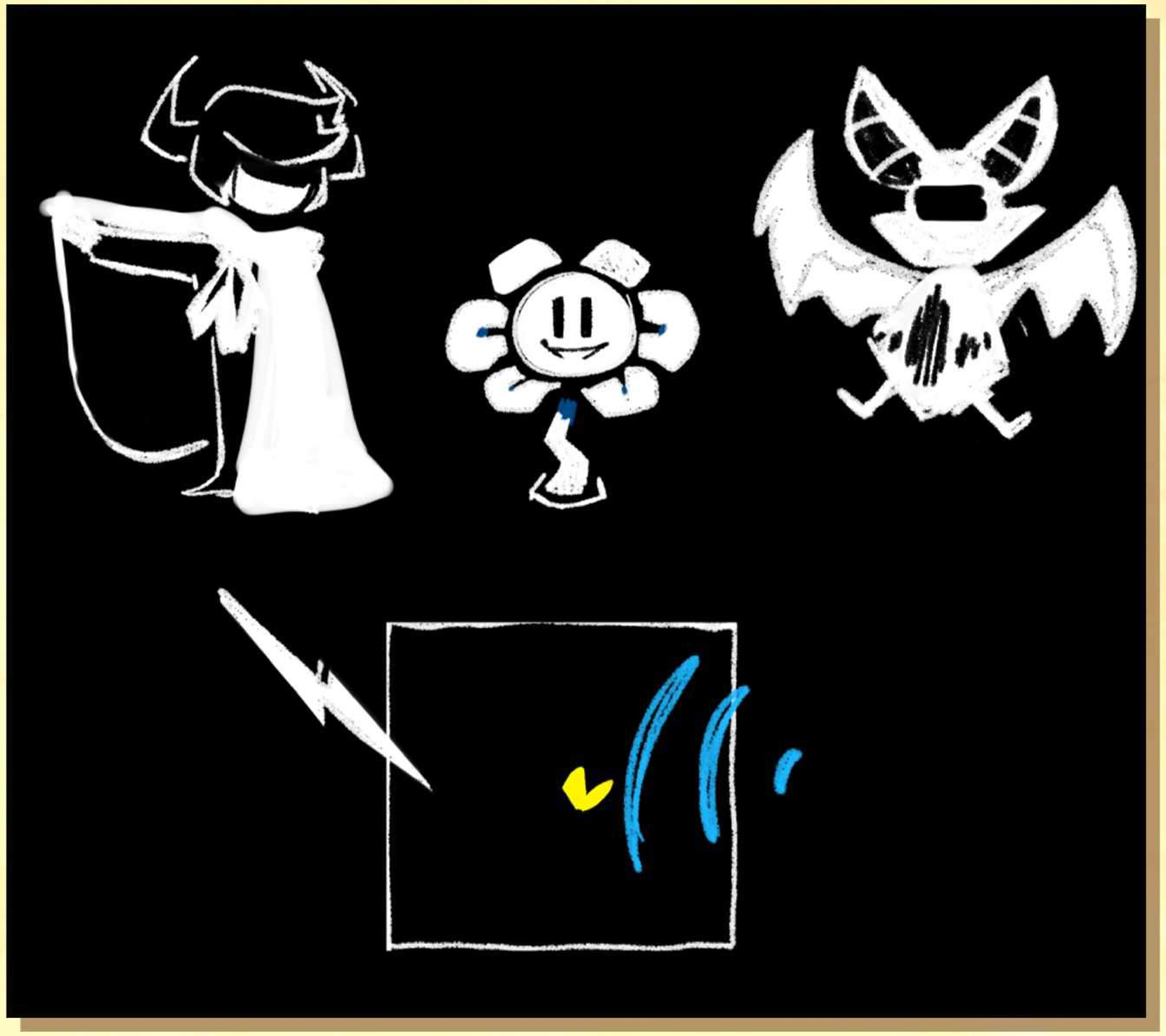




Flowey.gif - 2016
Figburn*

One of the ideas proposed early on was using colored sprites to differentiate the fight from other fights. Pretty funny, considering we went with the complete opposite in the end.

- Sword

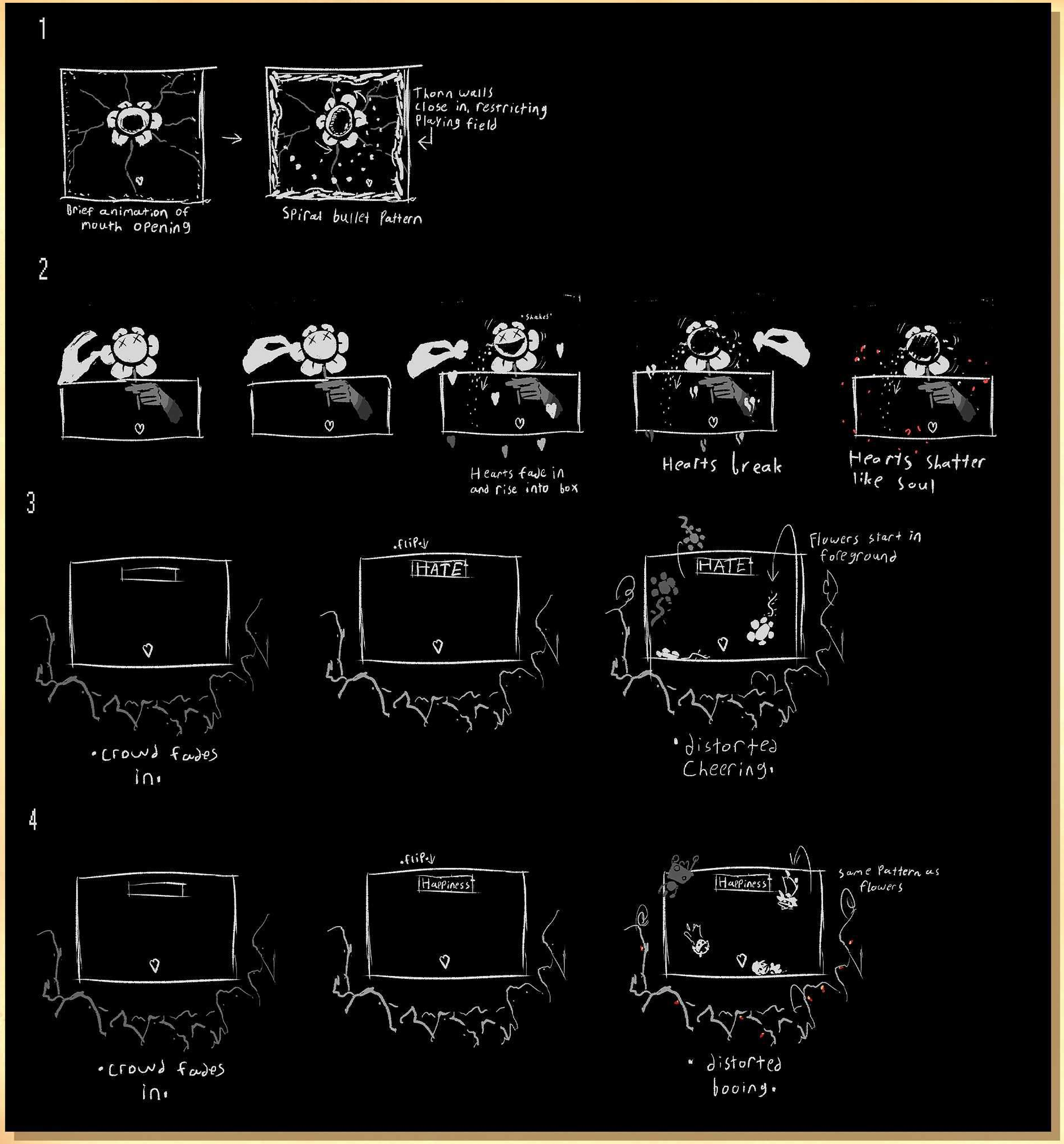


flowey fight attacks.png - 2021
Figburn

The Flowey fight sat on the backburner until 2020-2021, when we got a much clearer grasp on the direction.

Using slain bosses against the player in the form of distorted figures is a detail I really like. Gave some payoff to player’s actions in neutral, considering we didn’t have phonecall endings.

- Sword


1
Brief animation of mouth opening
Thorn walls close in, restricting playing field
Spiral bullet pattern
2
•Shakes•
Hearts fade in and rise into box
Hearts break
Hearts shatter like soul
3
•flip•
HATE
HATE
Flowers start in foreground
•crowd fades in•
•distorted Cheering•
4
•flip•
Happiness
Happiness
same pattern as flowers
•crowd fades in•
•distorted booing•

Flowey Fight 1.png - 2021

GlitchedPie

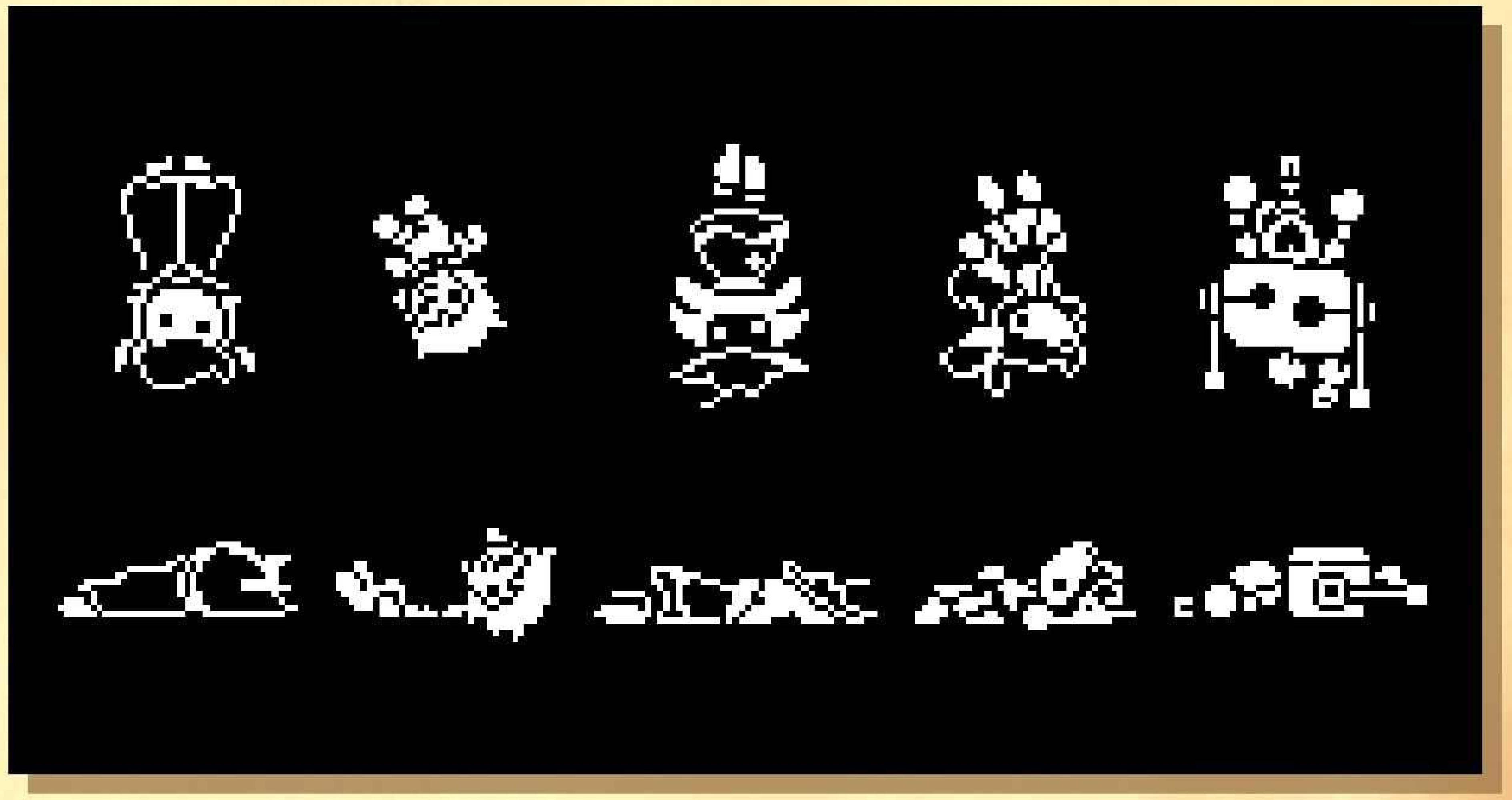
I handled the attack concepts for the first phase of the fight. I was pretty proud with some of them.

In particular I tried squeezing in playful but twisted nods to UNDERTALE's mythos, like having Flowey attack you with the "box full of kids' shoes in a disparity of sizes" from Toriel's house, or an attack modelled after the "SPECIAL THANKS" credits from UNDERTALE, except with all of the names replaced with "FLOWEY".

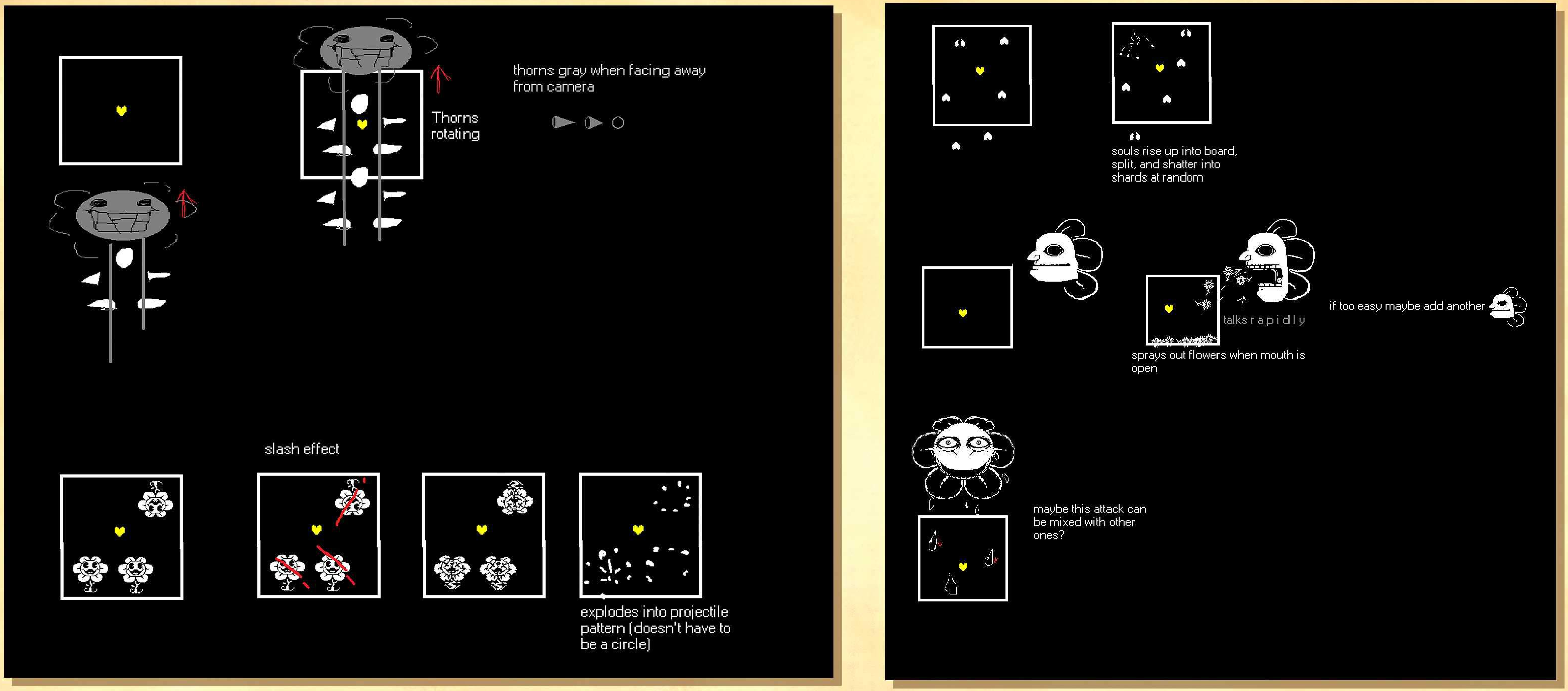
- Glitched

B_PLUSHES.png - 2021

GlitchedPie



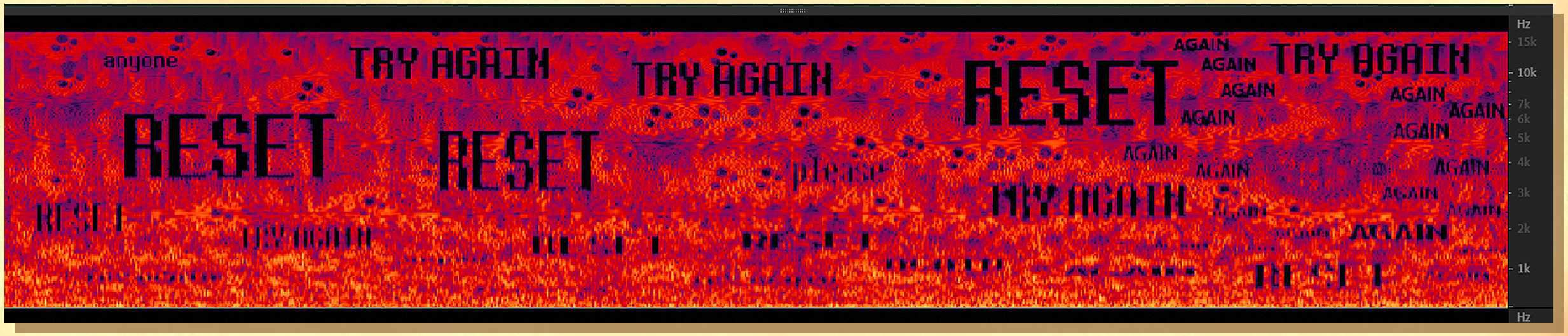
Flowey Fight 3.png - 2021
GlitchedPie

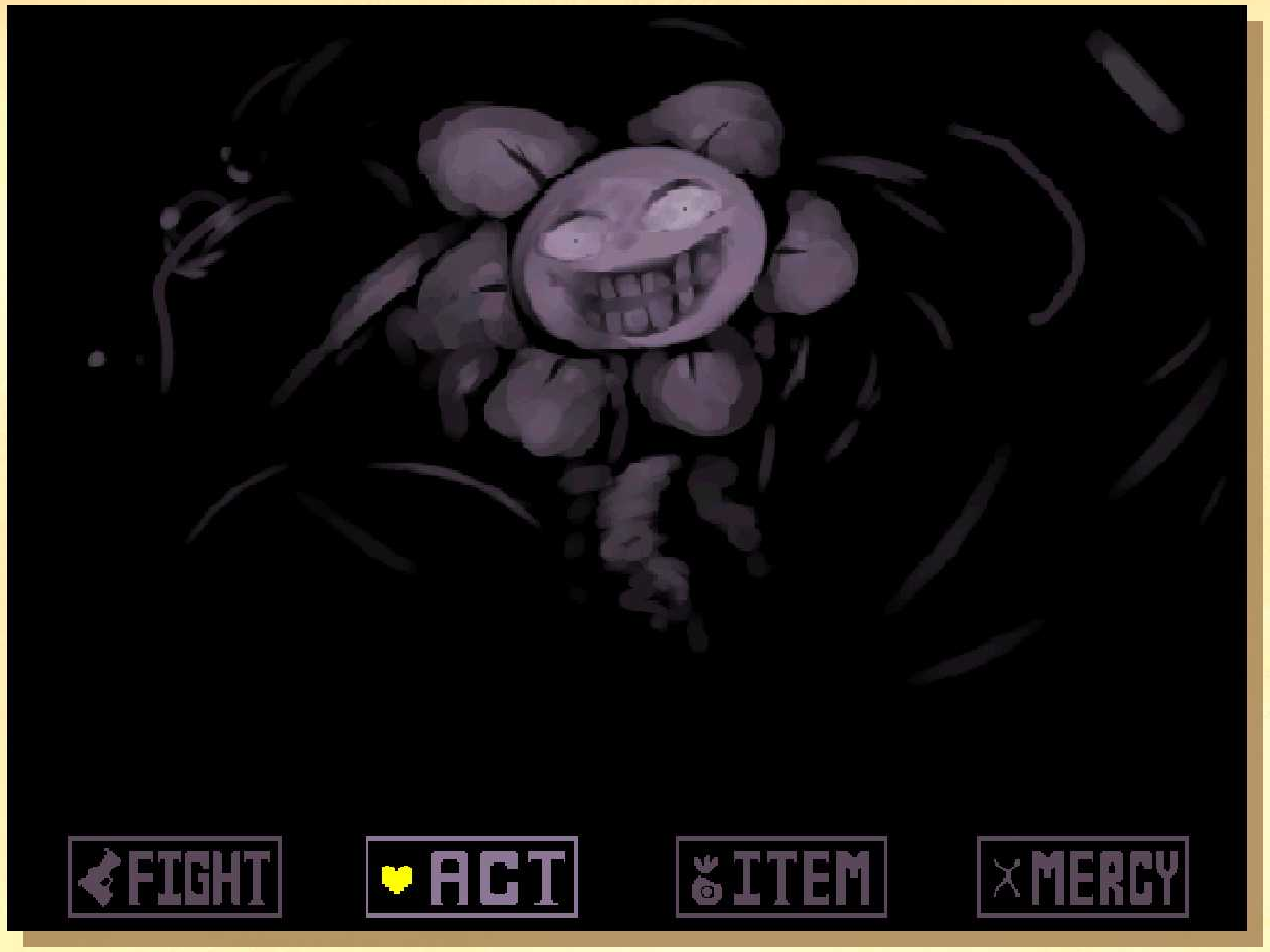

thorns gray when facing away from camera
Thorns rotating
slash effect
explodes into projectile pattern (doesn't have to be a circle)
souls rise up into board, split, and shatter into shards at random
talks r a p i d l y
sprays out flowers when mouth is open
if too easy maybe add another
maybe this attack can be mixed with other ones?

spectral_flowey.png - 2021
MasterSwordRemix

I experimented with spectral audio for the fight, but it came across too tryhard. Didn't wanna go *full* creepypasta.

- Sword




FIGHT
ACT
ITEM
MERCY

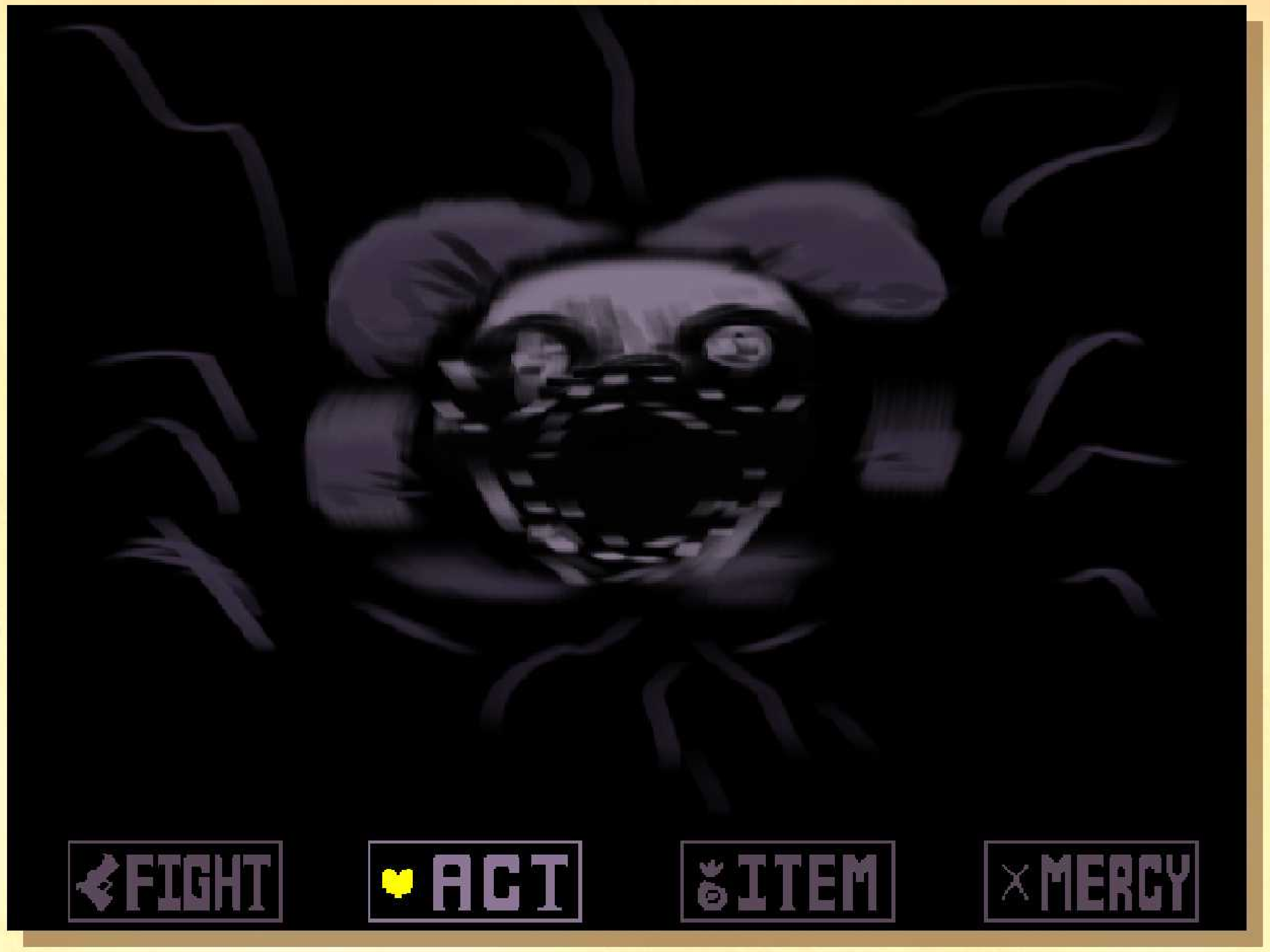
AH.gif - 2020
GlitchedPie

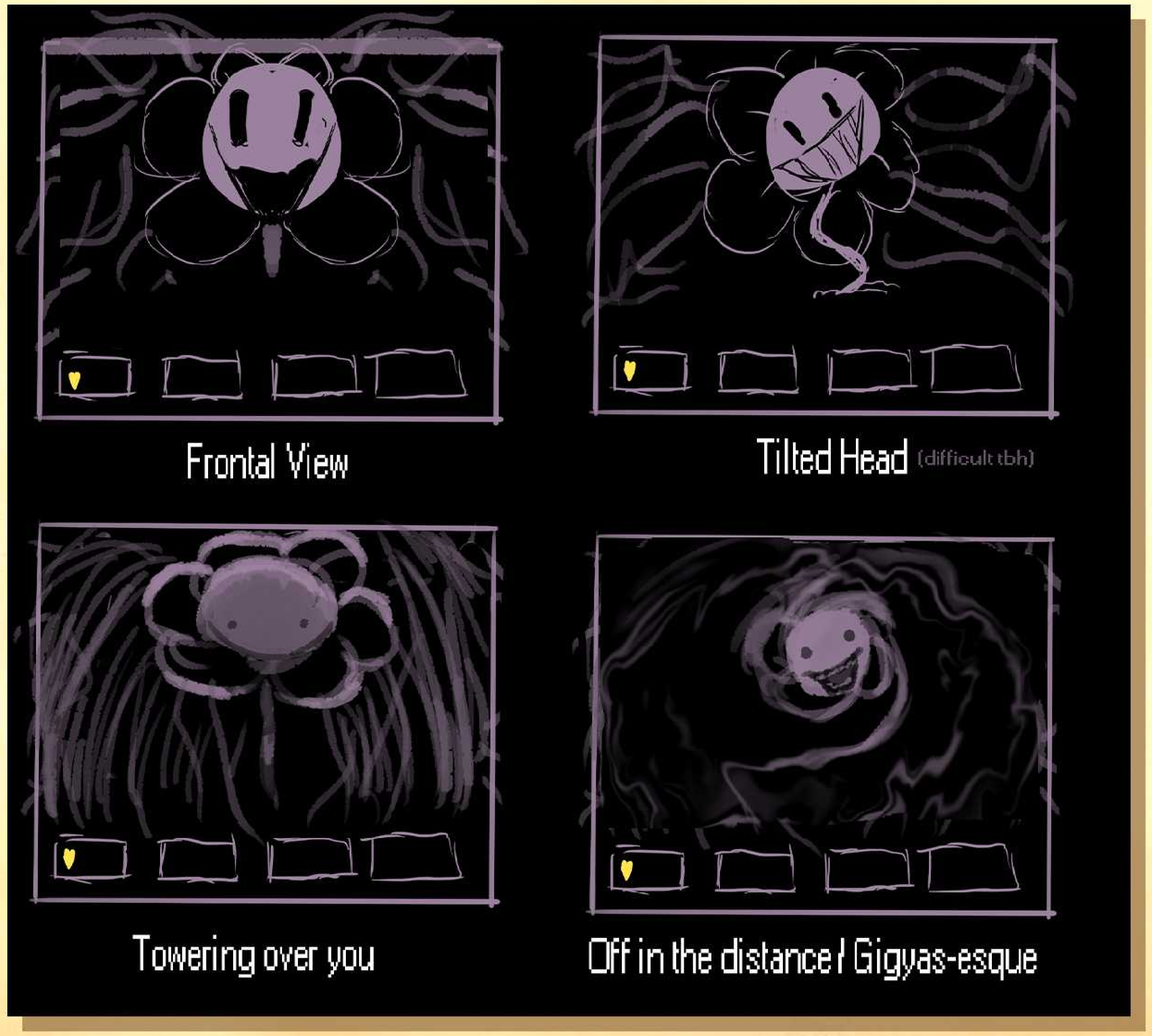
The original idea for Flowey's boss battle was to use colored sprites instead of black-and-white ones. I thought we could do something a little more special, so I pitched the idea of instead doing the fight in a painted art style.

I handled all of the hand-drawn "Gray Flowey" assets and animation for the fight, which was quite the arduous task as I had to learn horse animation to get a clean result for the Flowey horses.

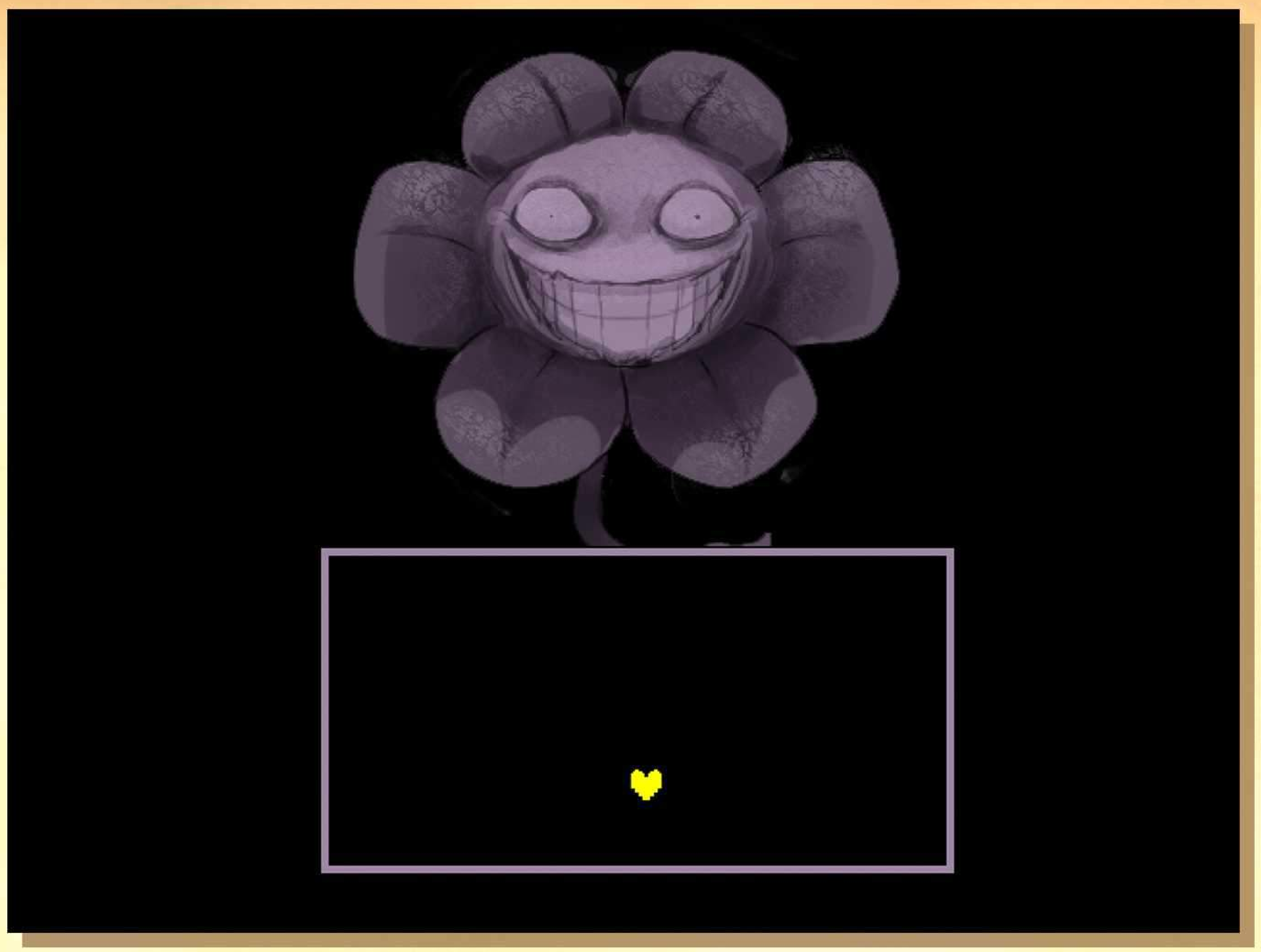
- Glitched

screech.png - 2020
GlitchedPie

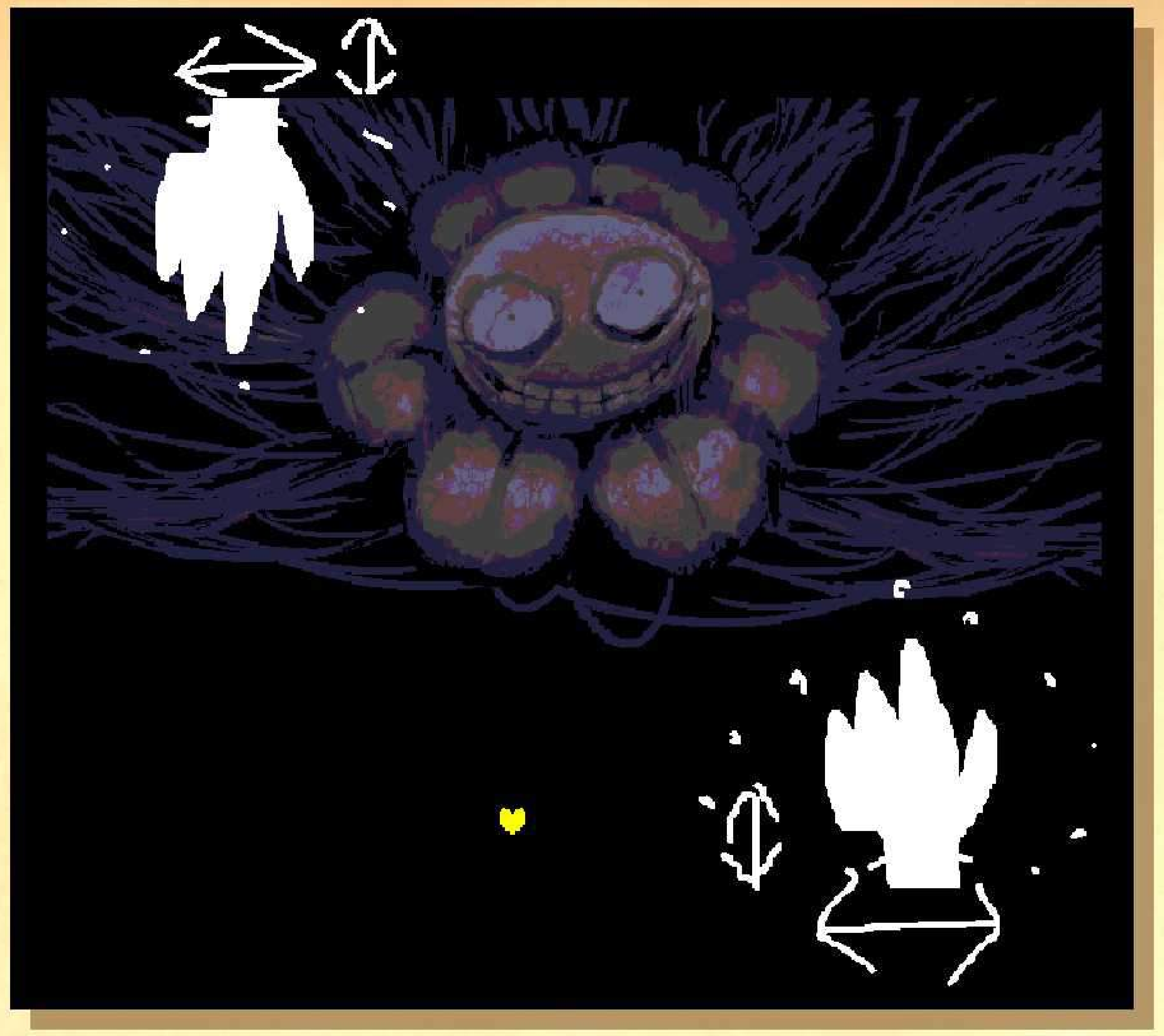

FIGHT
ACT
ITEM
MERCY


Frontal View
Tilted Head (difficult tbh)
Towering over you
Off in the distance / Gigyas-esque

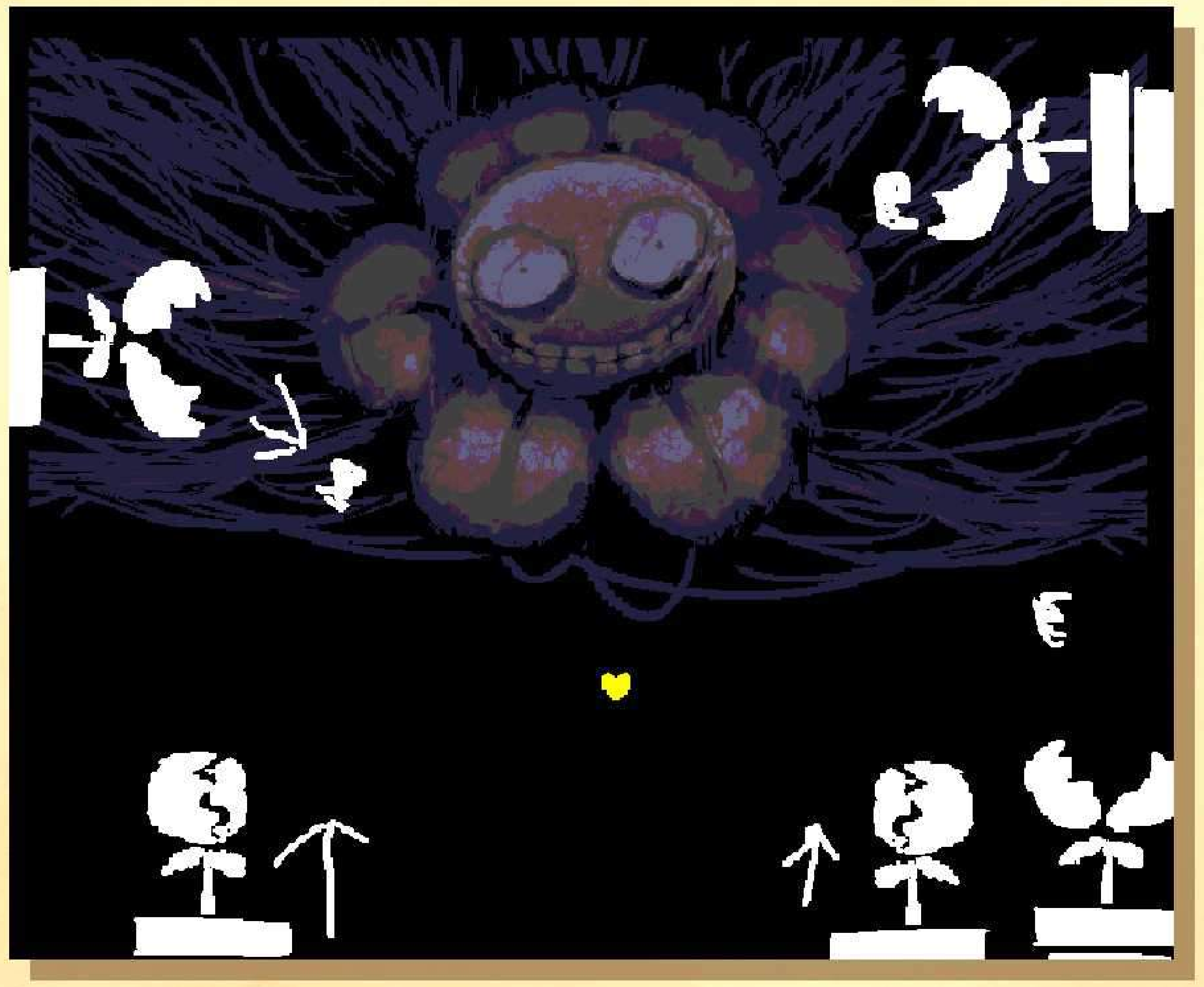
flowey 2nd phase.png - 2021
GlitchedPie



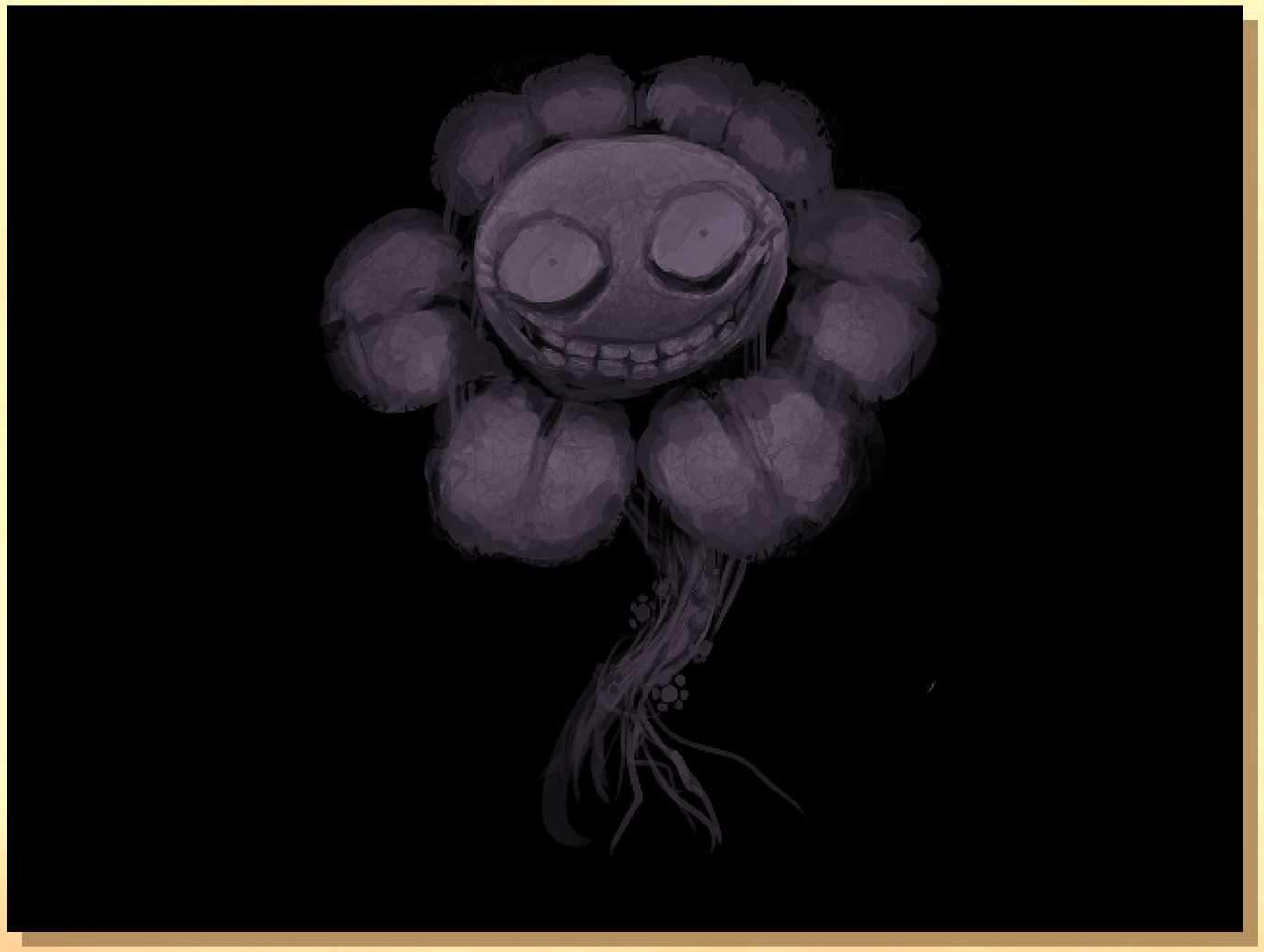
Flowey_highres - 2021
GlitchedPie



Gray 02.png - 2022
GlitchedPie



Gray 04.png - 2022
GlitchedPie

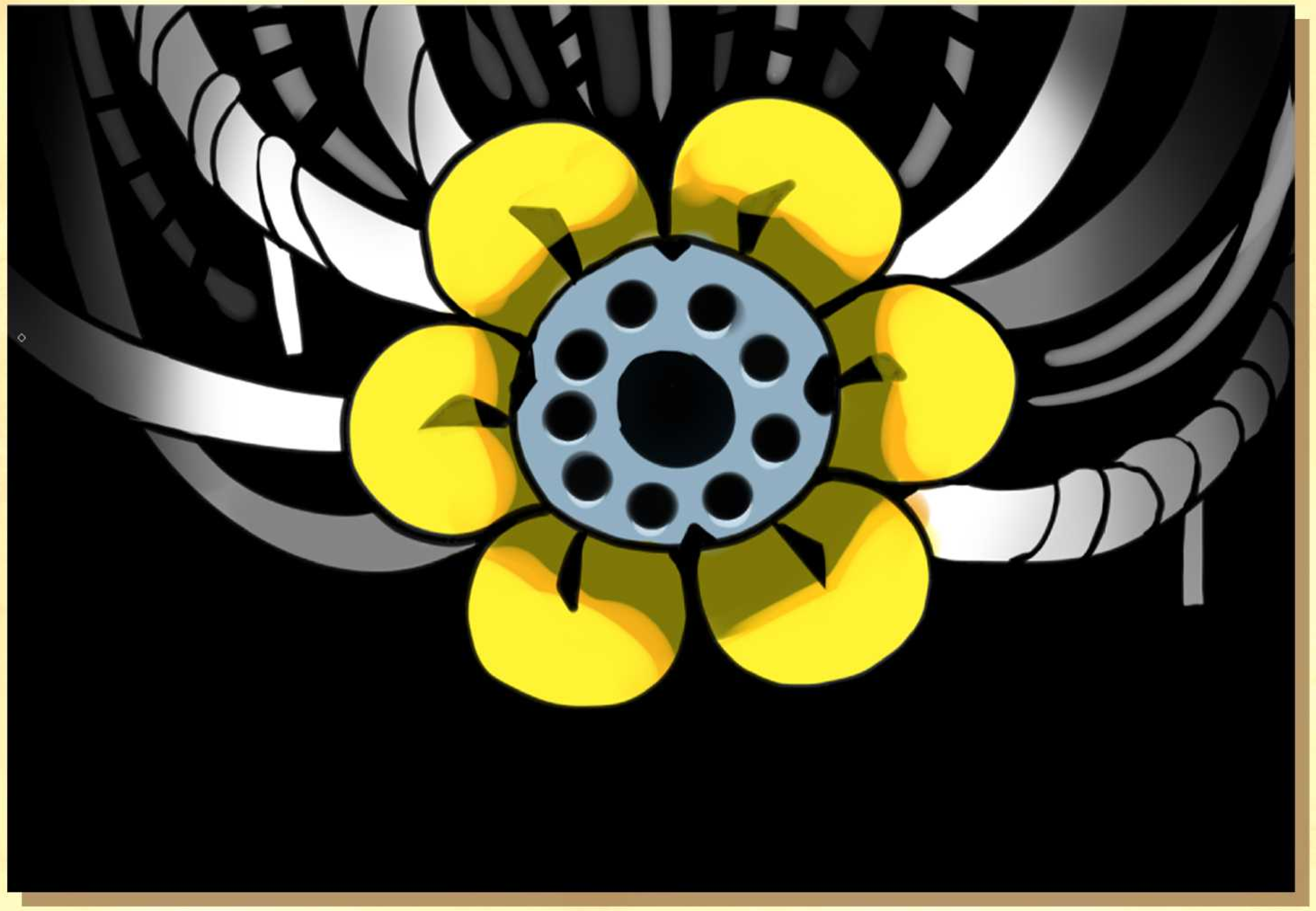


Gray Flowey (vine).png - 2021
GlitchedPie

V1 of the final Gray Flowey.

To make room for the play area, we decided to have him hoisted up by the vines instead of having a regular sprout.

- Sword



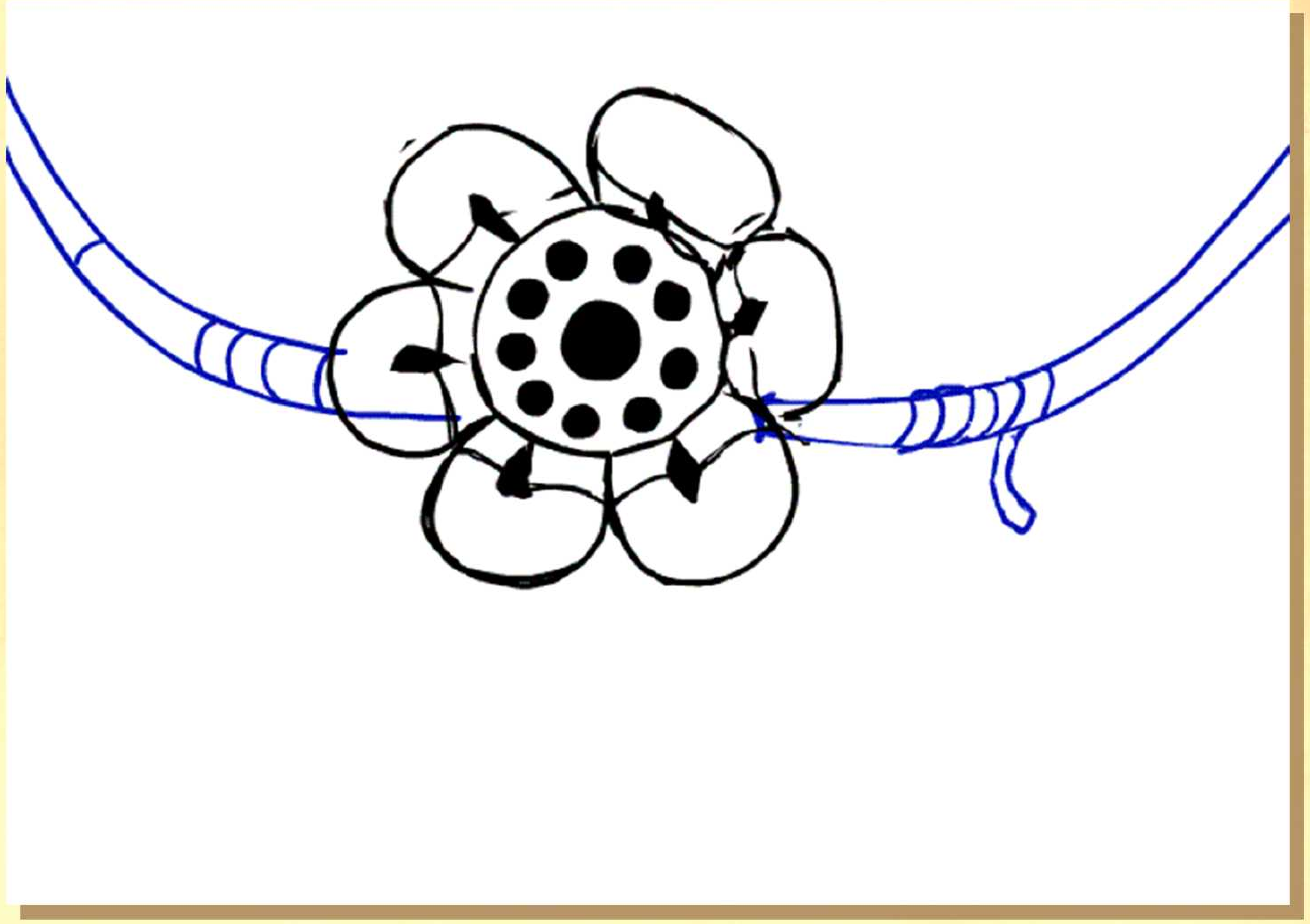
machine_flowey.png - 2021

Figburn

It became clear that we might've bitten off more than we could chew when pre-production on the "specimen" Flowey's began, but we wanted to see it through, as we saw a great opportunity to showcase and celebrate our team of diverse artists.

Thankfully, the fight only took about six months to finish from phase 1 to the credits.

- Sword



flowey_wip.gif - 2022

Figburn

All roads lead back to Adobe Flash.

It was an animation style I was most familiar with, so for my Flowey design I animated in a similar workflow to the teaser trailers.

Full circle moment, right? Makes sense because his face is full of circles.

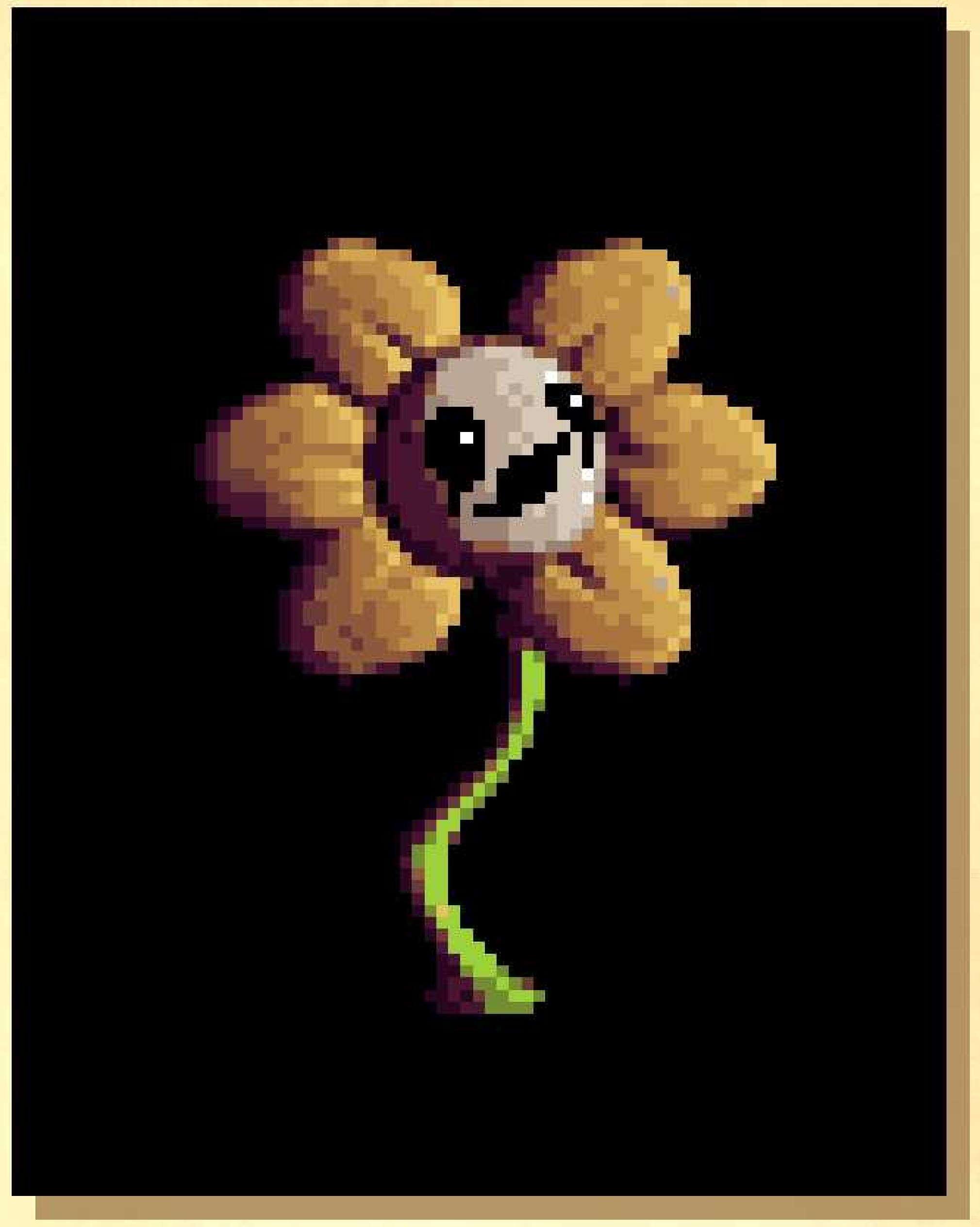
- Fig

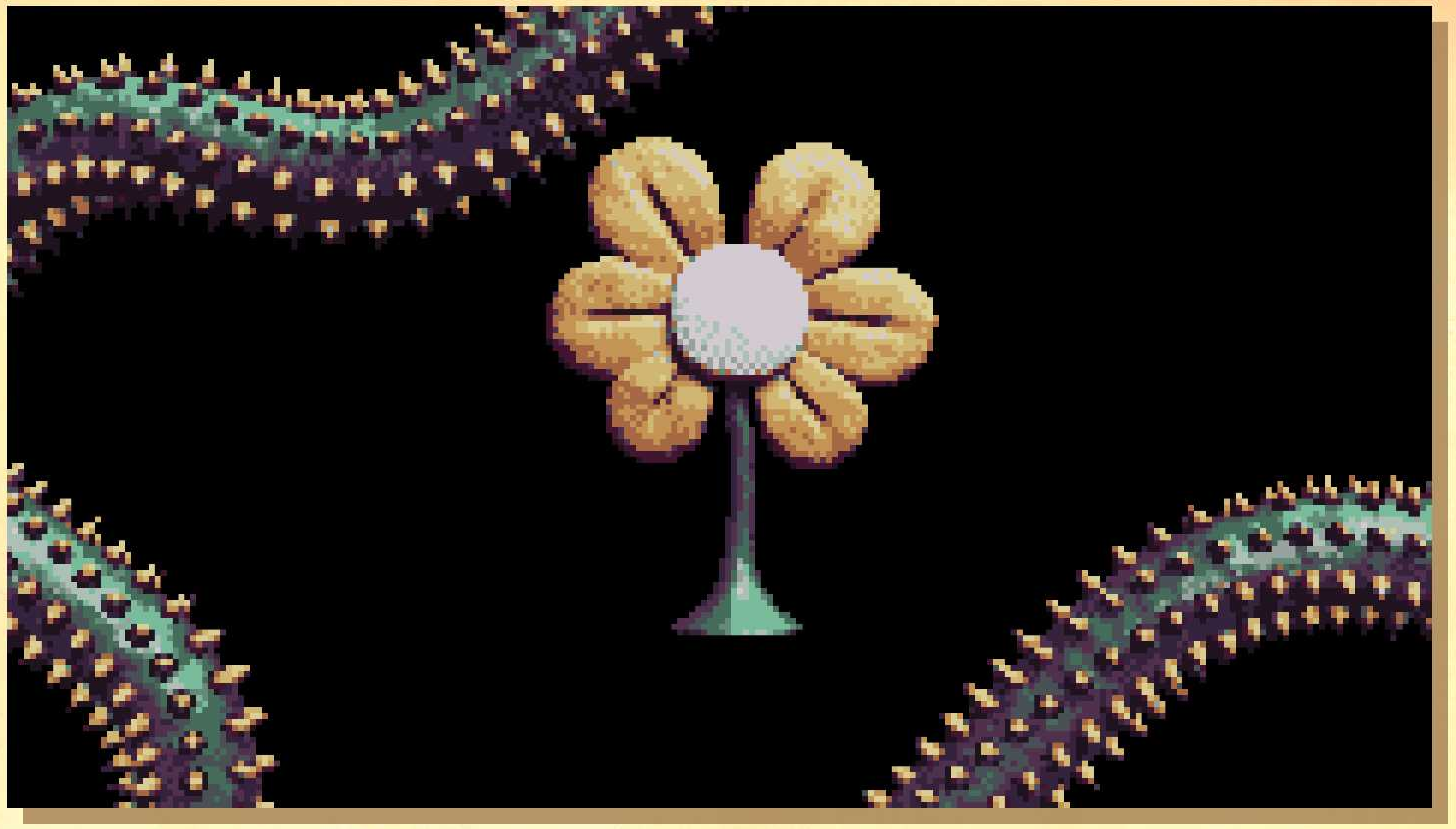
3d flowey.gif - 2020

Deadkat

One idea from 2016 that always sat in the back of our mind was doing some kind of “3D Flowey” for his fight. Thanks to Deadkat, that idea became reality.

- Sword





oh_no2.gif - 2021

Deadkat

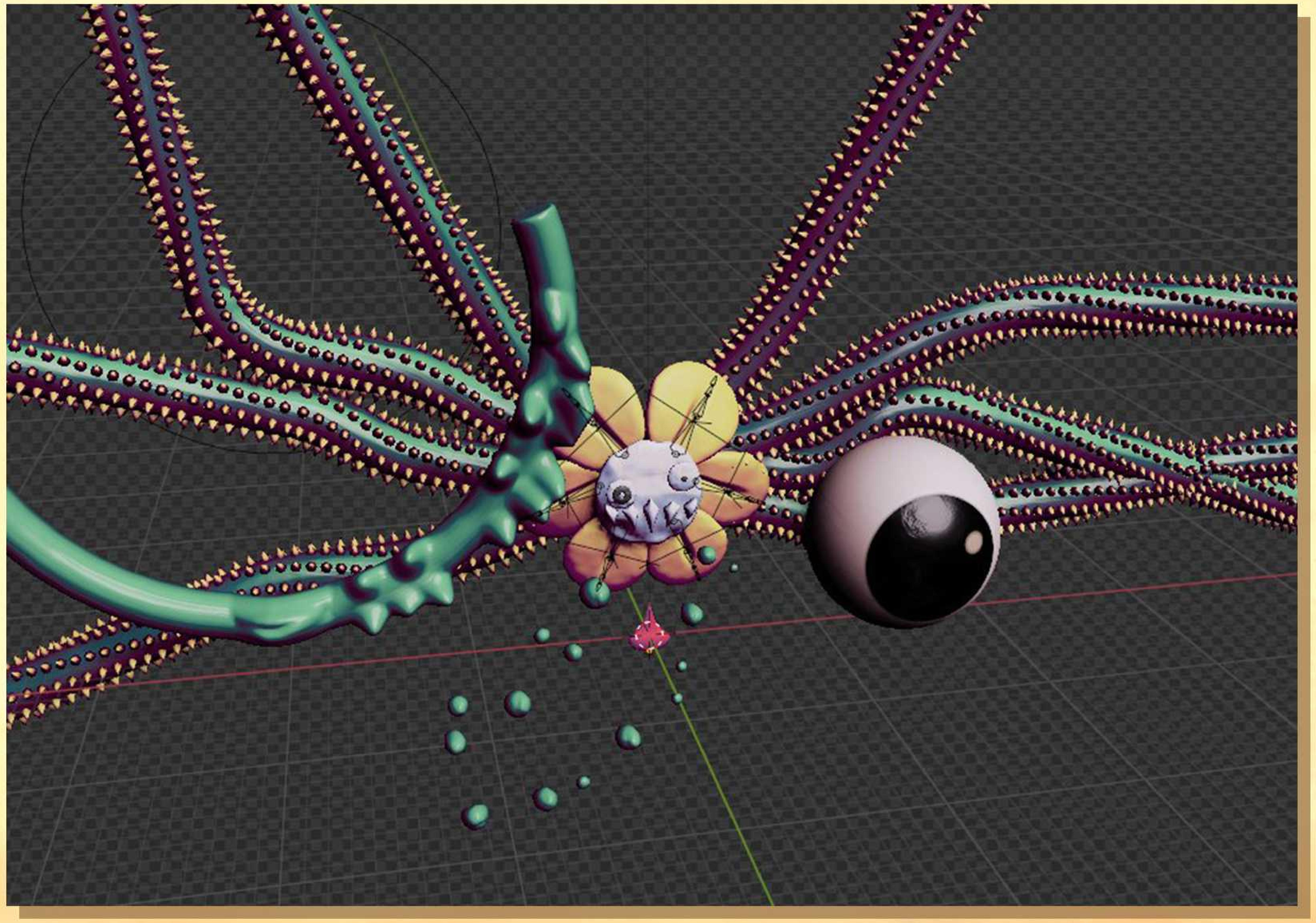
clay_workstation - 2022

Deadkat

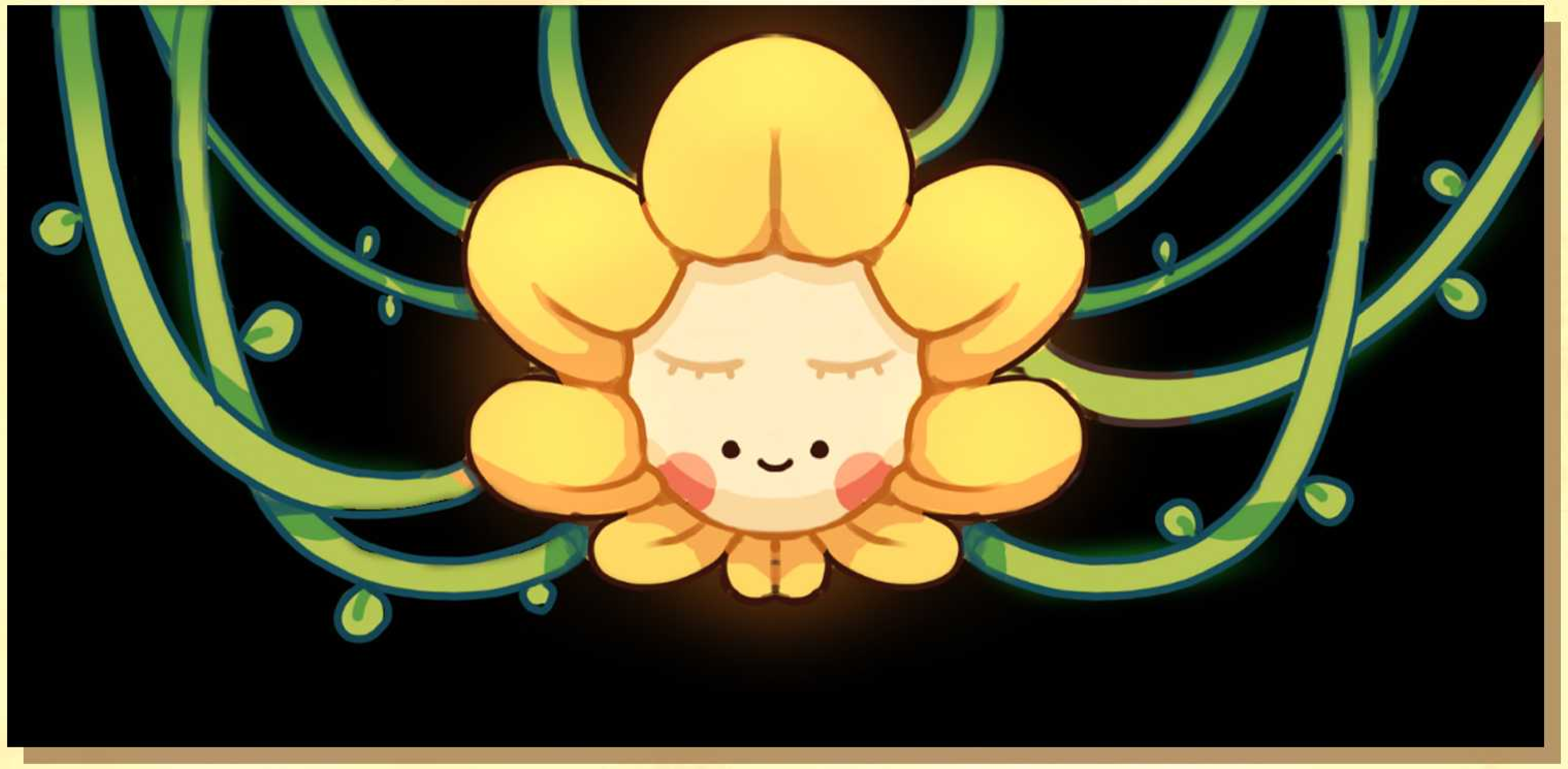
All of the Clay elements were designed in the same Blender file! This caused a few headaches, since the main add-on behind the stopmotion look was a bit unstable at the time.

The final sprite uses two 16 color palettes to give a retro feel: one for almost everything, and one for the red weakpoint for visibility.

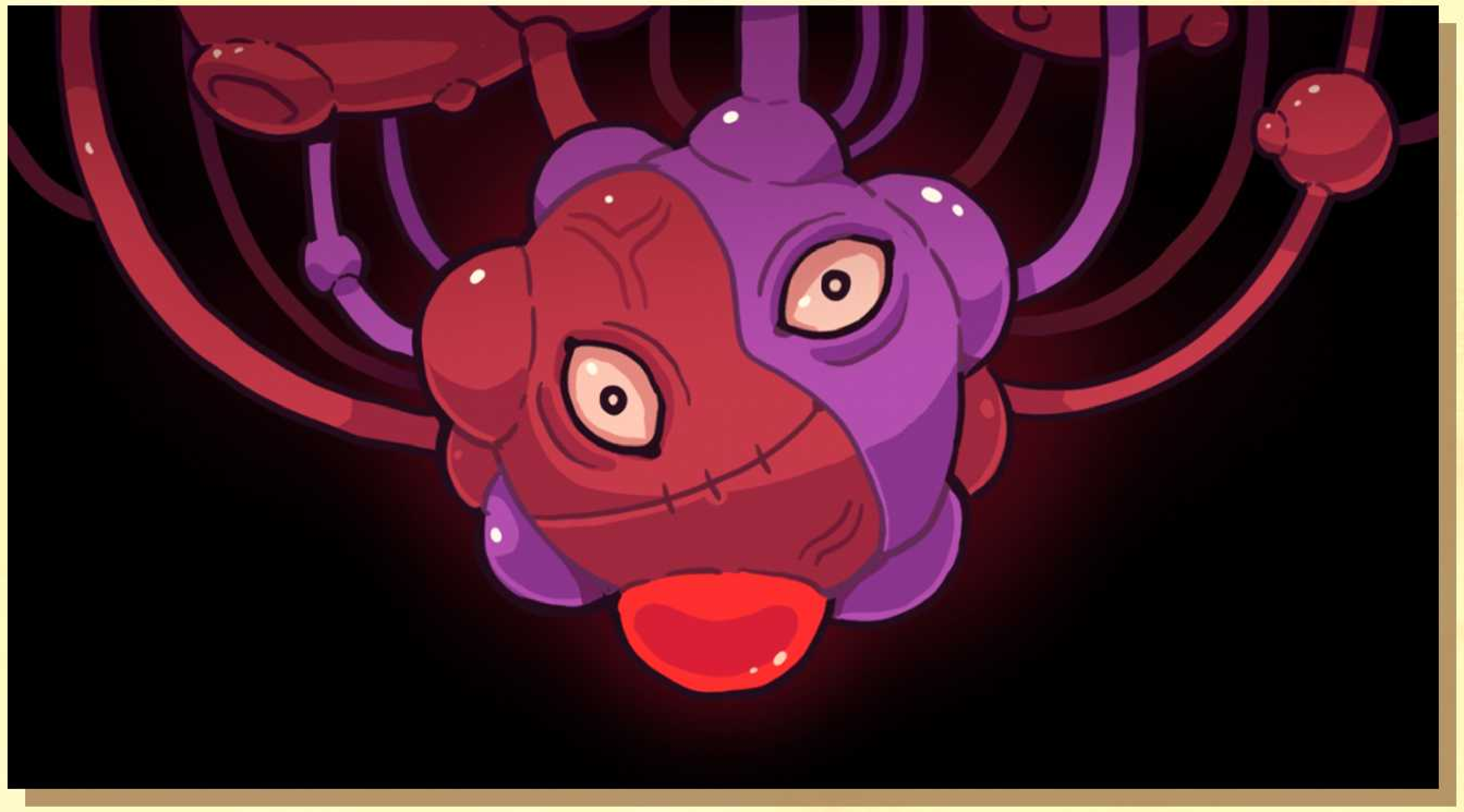
- Deadkat

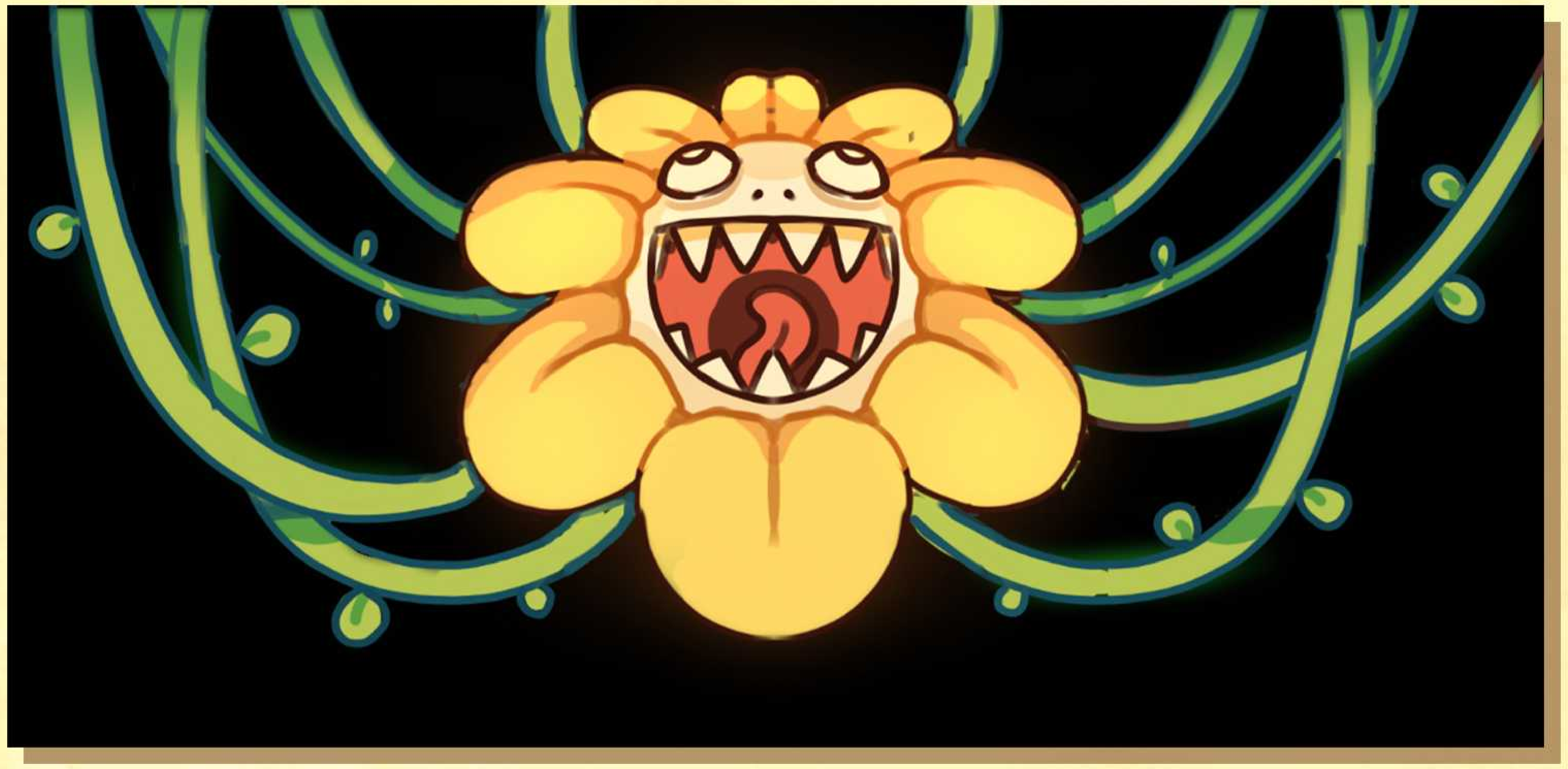


gaz flowey 1 - 2022
Gaziter



bruh....png - 2022
Gaziter



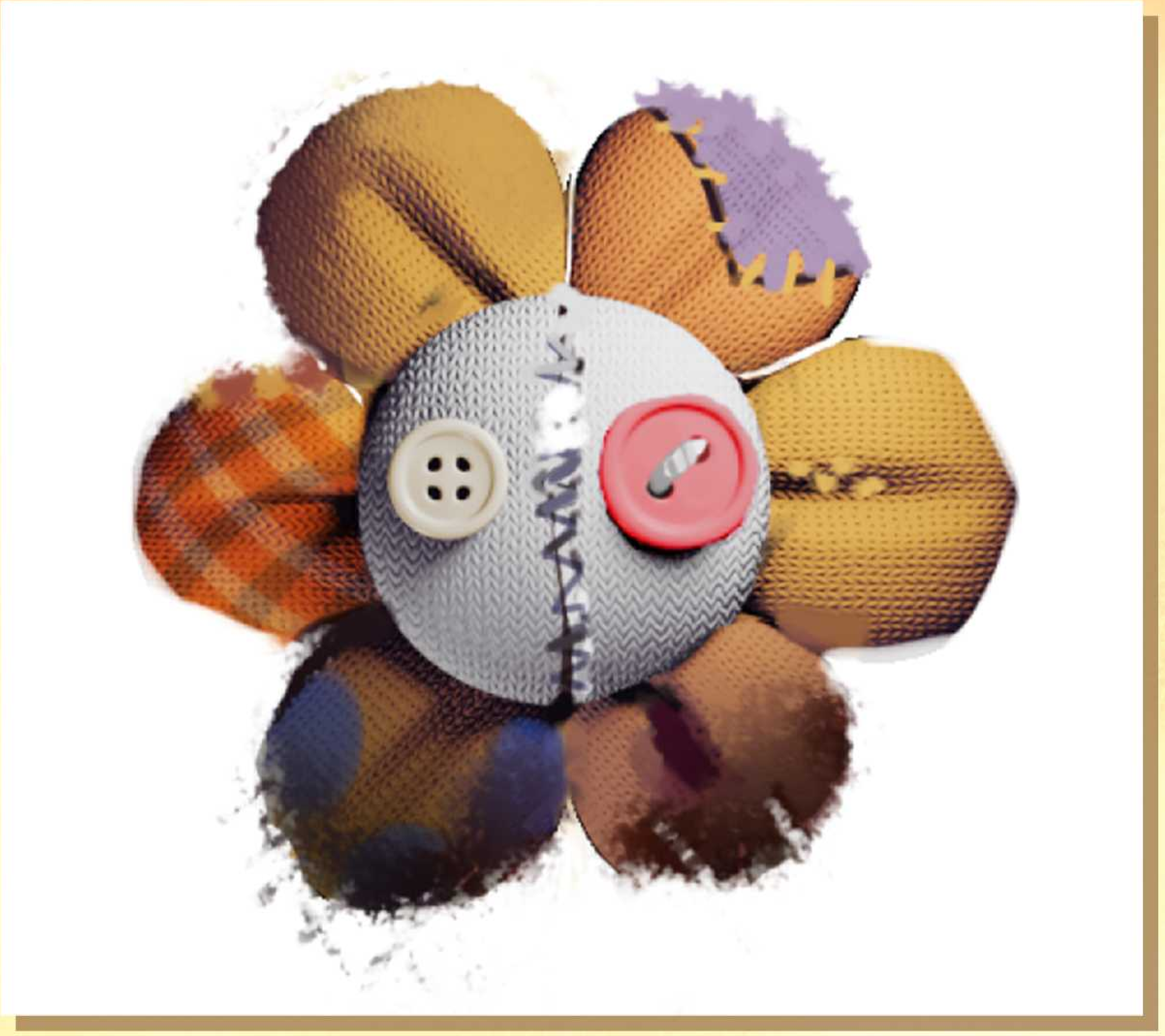


gaz flowey 2 - 2022
Gaziter

We asked Gaz to make a “cutesy” Flowey at first, but then he said “Can I try something?”

It wasn’t long before he sent the insane creation you see in the final game and the team freaked out.

- Sword



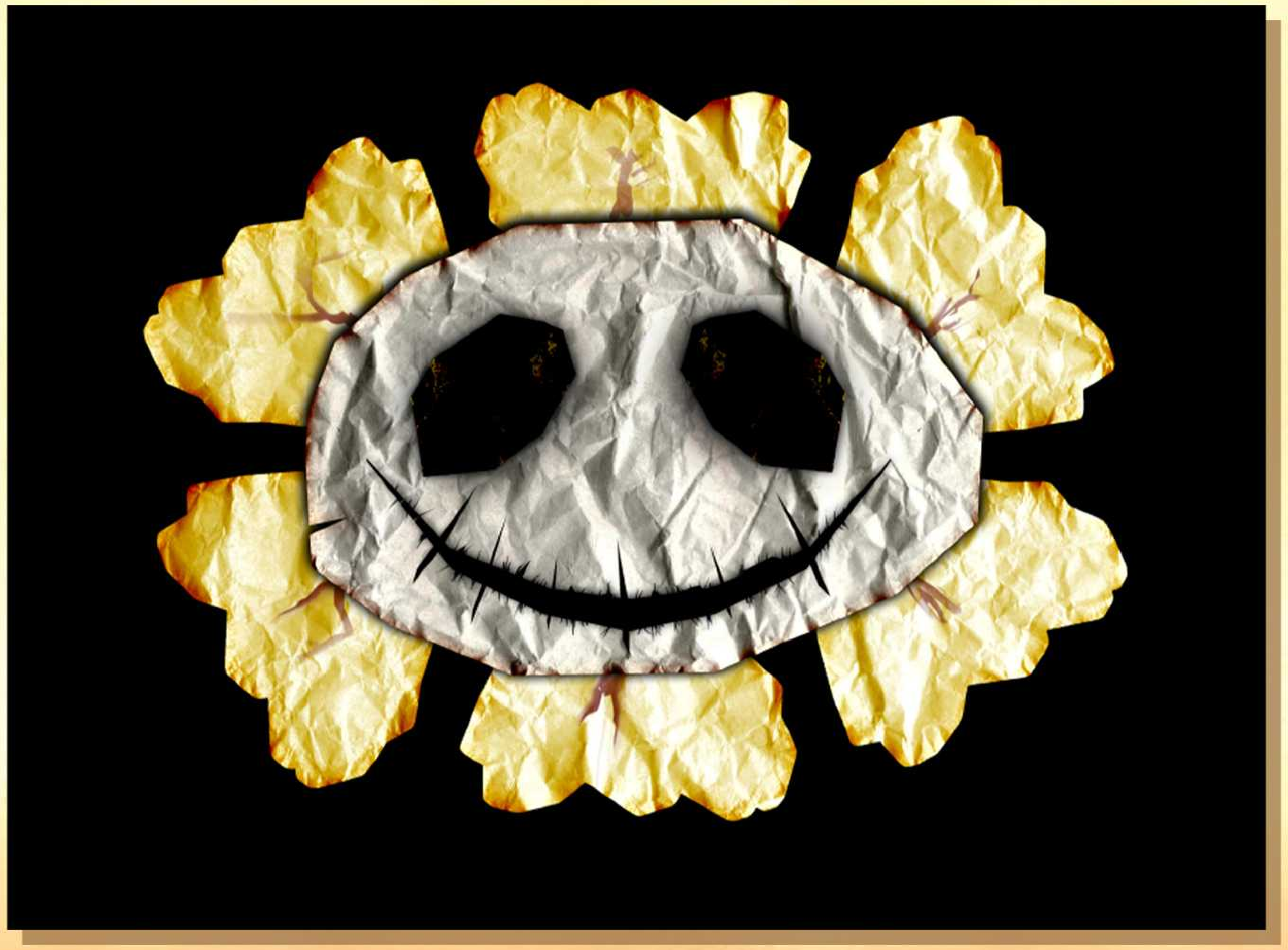
patch_flowey - 2021
Figburn, Deadkat

After a first test, Fig came back with the ingenious idea to make each petal and button unique.

I was overwhelmed at first, but making Fig's patterns in Blender ended up being extremely fun (even if I had to scrap a few on account of skill issues).

- Deadkat

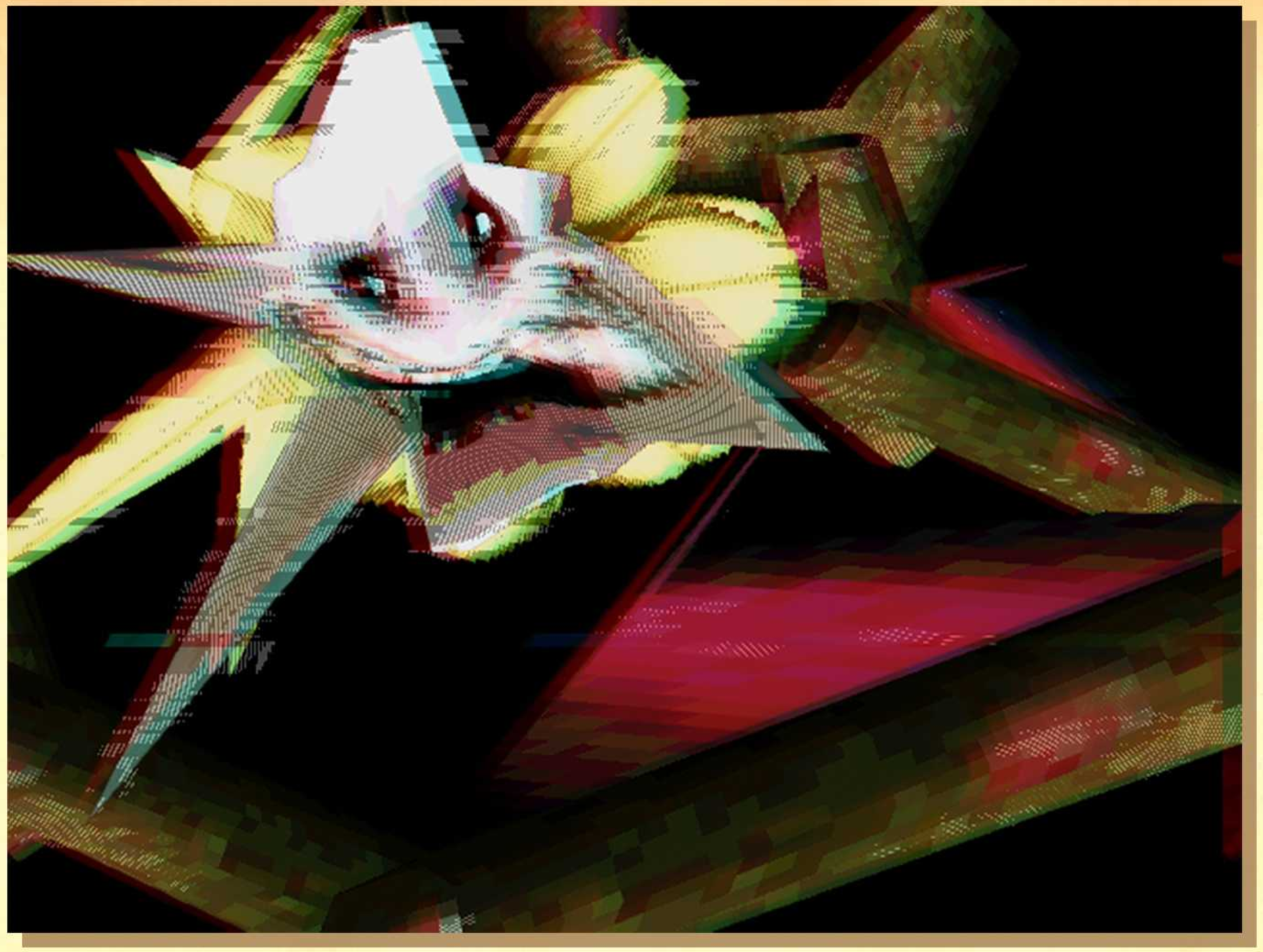
wool based on fig's.png - 2022
Deadkat



paper_flowey.png - 2022
NoteBlock

Early in the game's development the team did a few dev team art collabs for fun where we'd all draw a bunch of little Clovers or something in our own art style. I've never been very good in the realm of digital art but around the time I remember spending a lot of my free time (ah, the good old days where I had free time) creating desktop wallpapers for myself and friends in a paper-craft art style, so I decided to make that my contribution.

- NoteBlock



Glitch_Frame1 - 2021

AeroArtwork

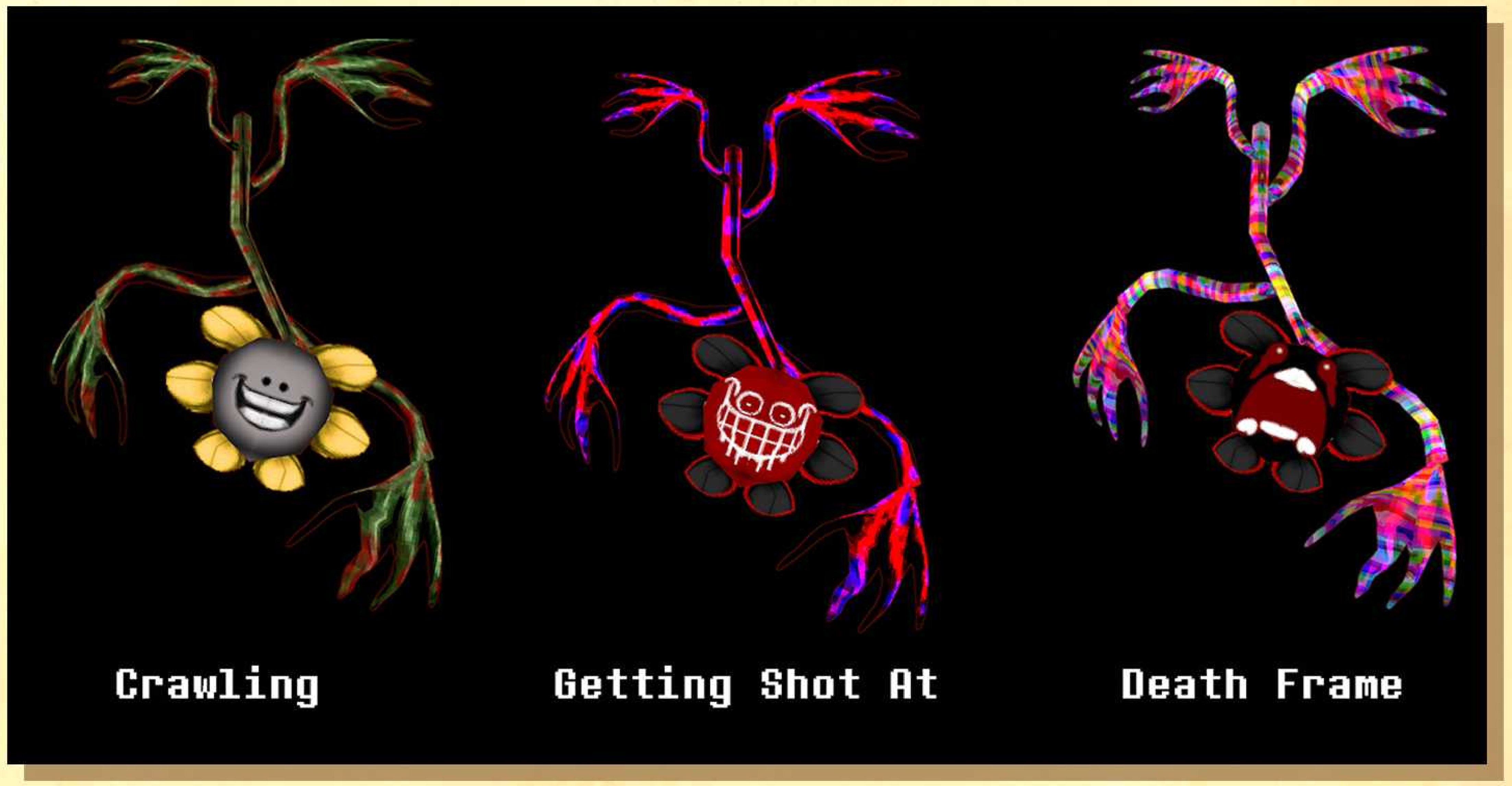
Low Poly Flowey was the first thing I made for UTY!

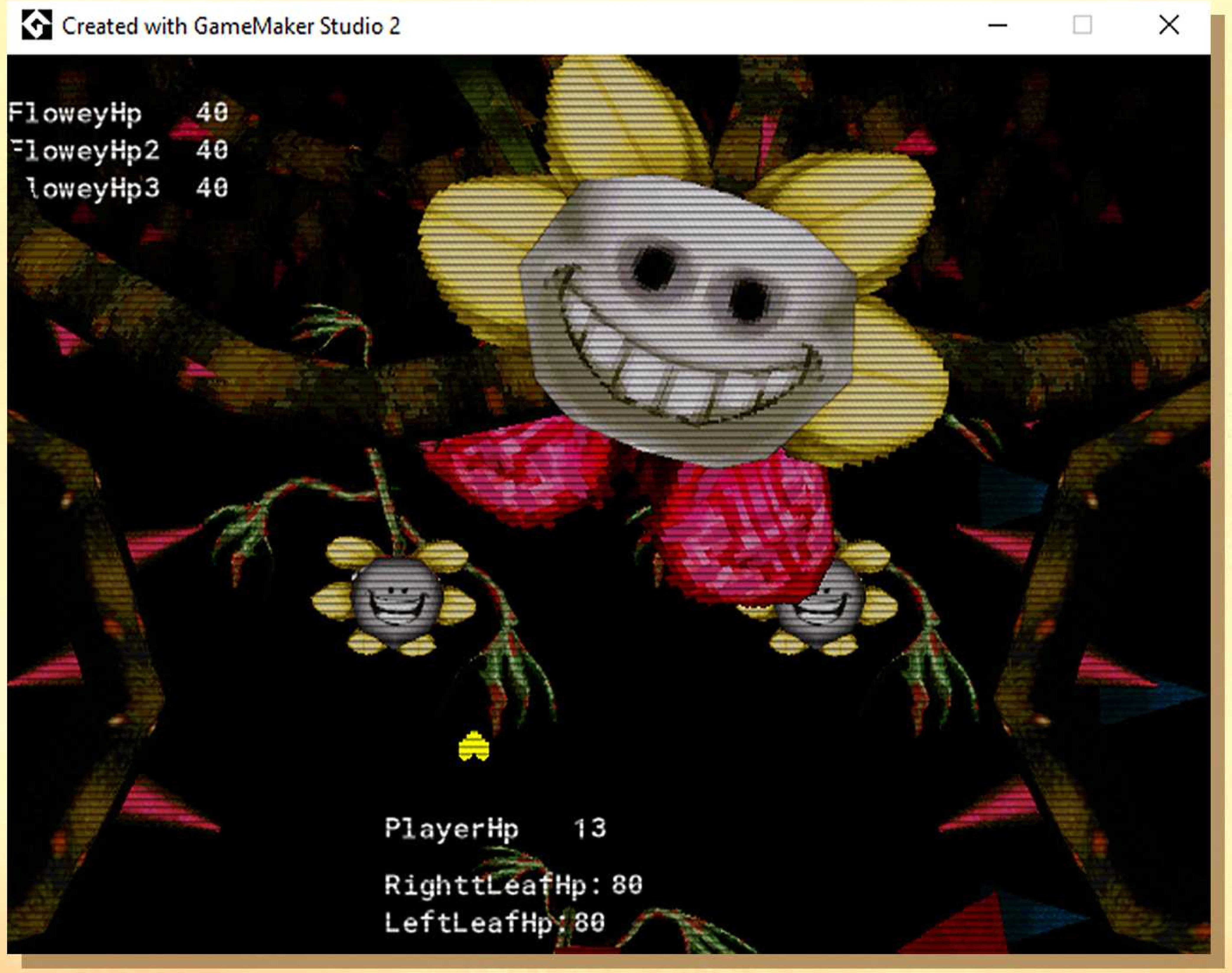
I have years worth of experience with doing N64 styled modeling and analog horror became a big thing in recent years; it just seemed like the perfect opportunity to combine that with Flowey.

- Aero

Stickbug.png - 2022

AeroArtwork





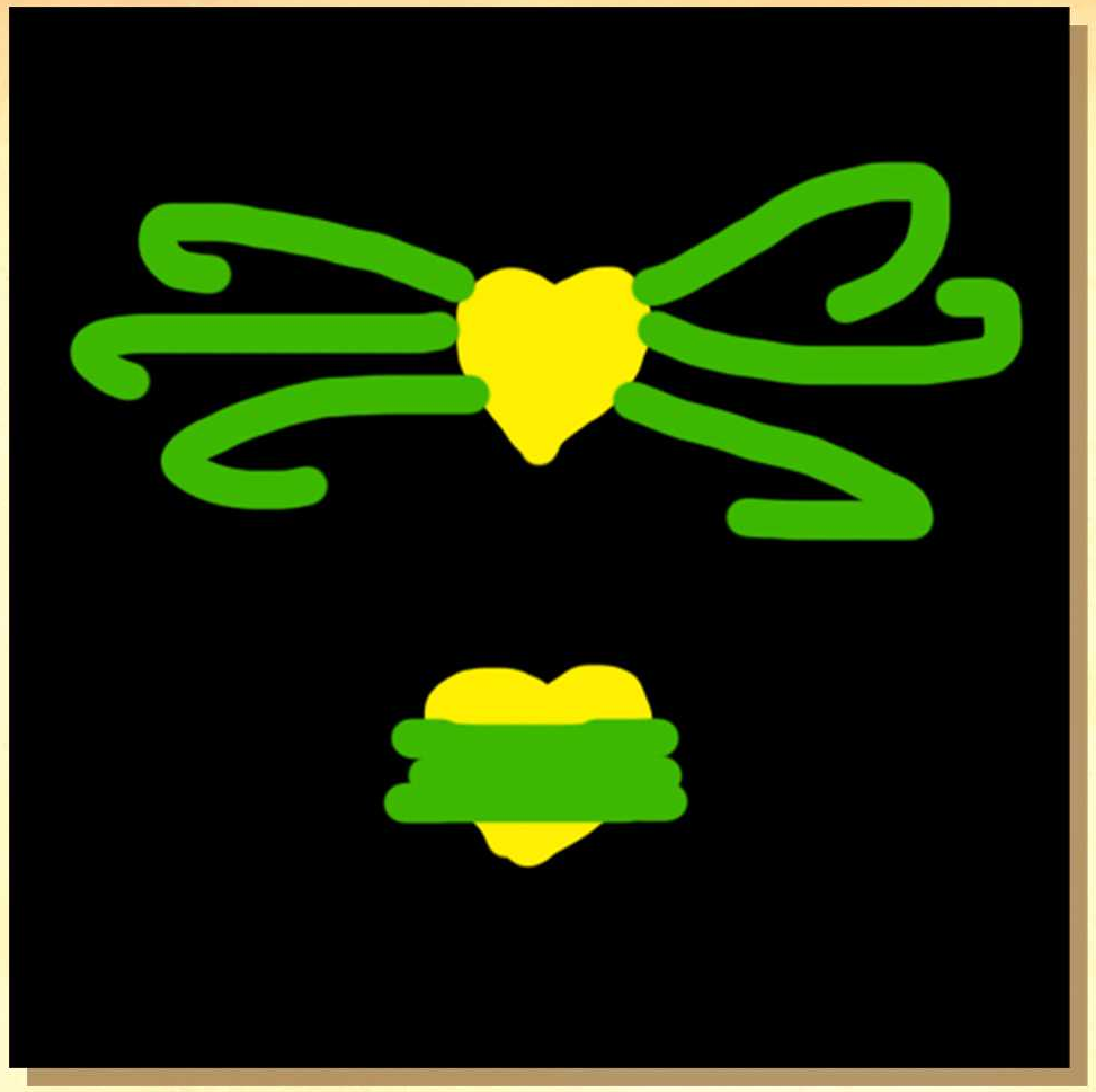
```
FloweyHp   40
FloweyHp2  40
 loweyHp3  40

PlayerHp   13

RighttLeafHp: 80
LeftLeafHp: 80
```

Flowey Drowned.exe - 2022

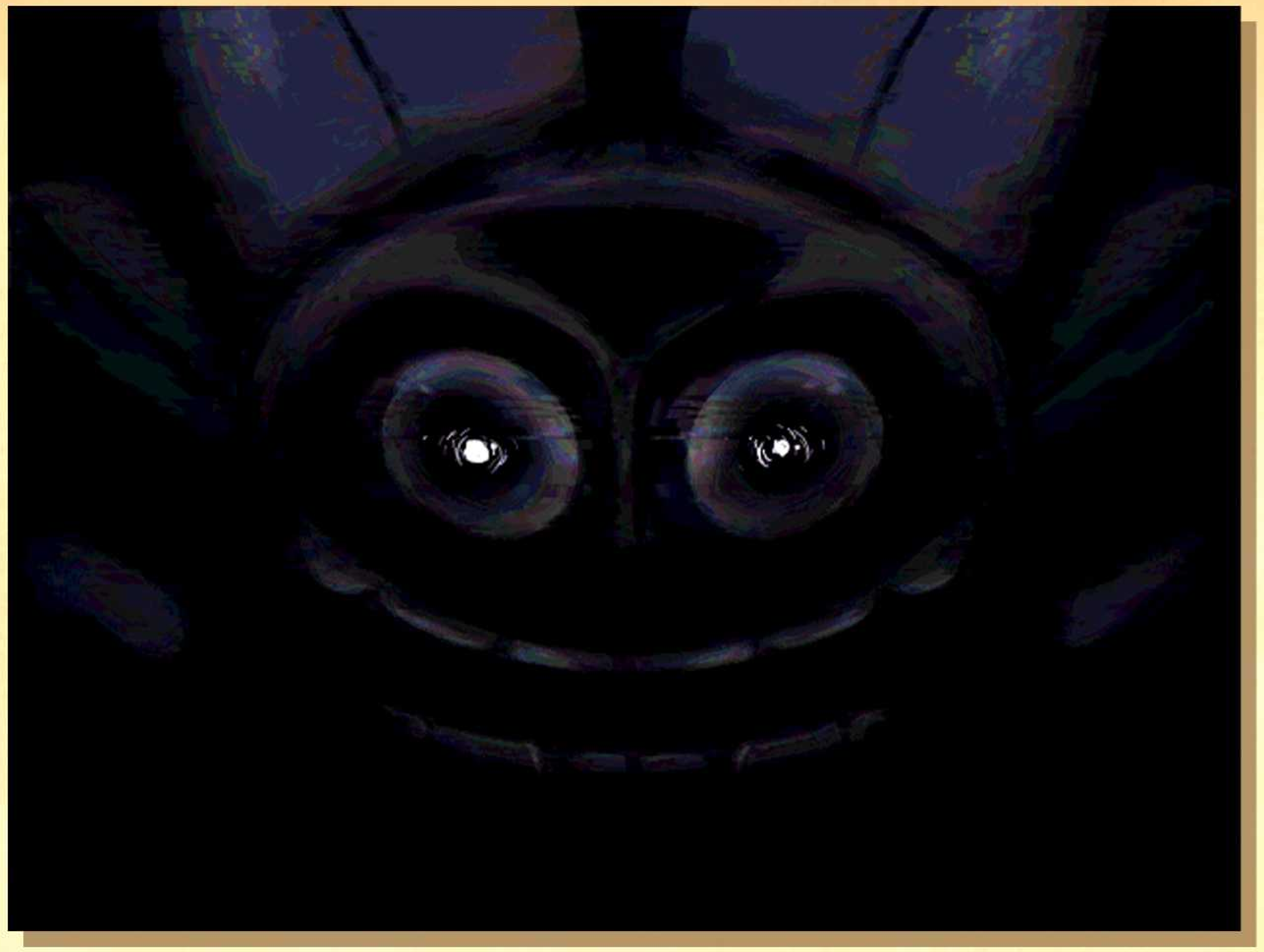
AeroArtwork

I’ve been learning to program off and on for a couple of years and funny enough, this seemed simple to try and make, so I made my own copy of the flowey fight to show my ideas! I also love the “stick bugs” that crawl down the screen. They’re based on gifs that make it look like real bugs are on your screen and I wanted someone to go “EW WHAT IS THAT?” when they saw them for the first time.

- Aero

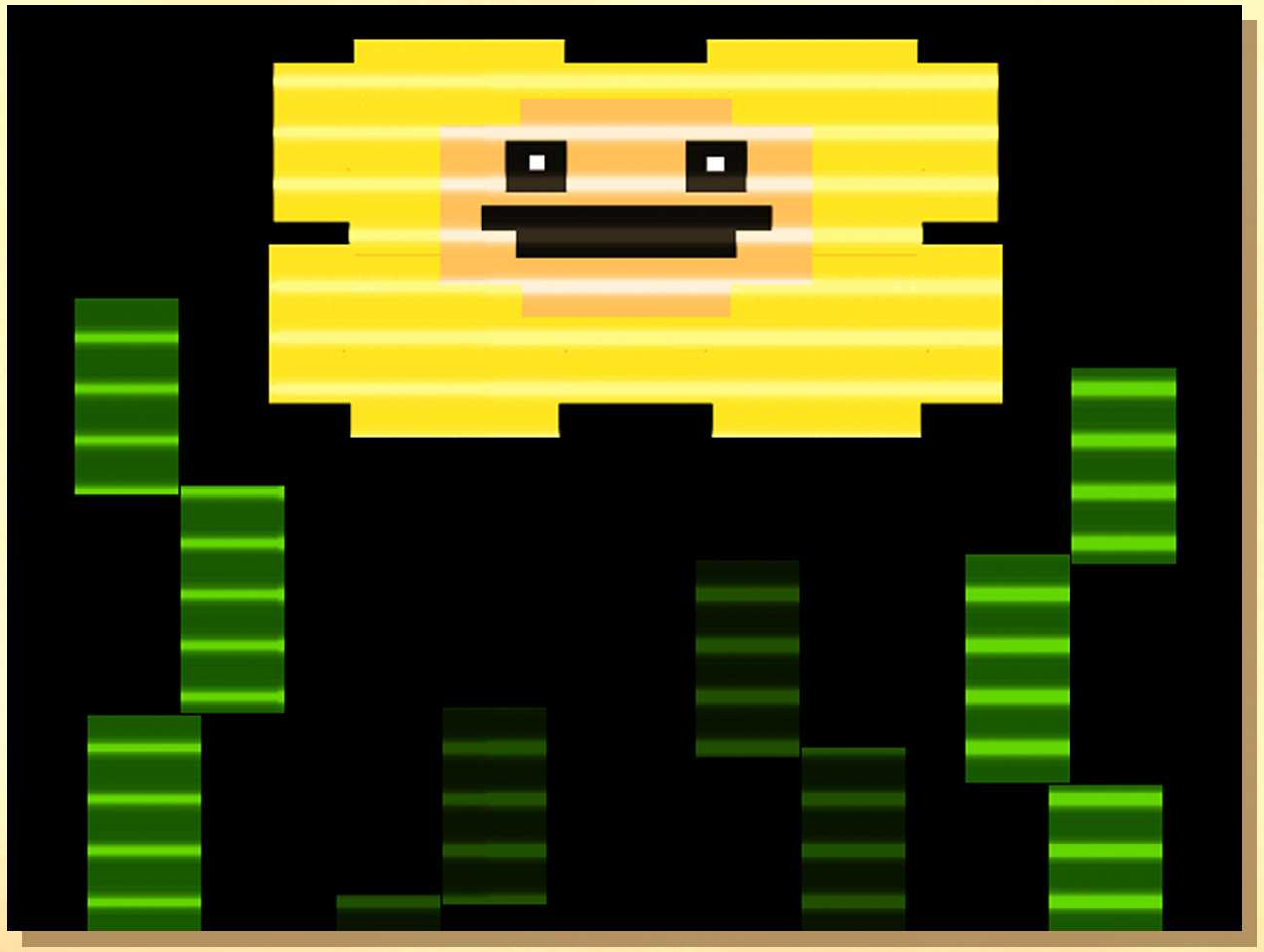


flowie_death.png - 2022
MasterSwordRemix

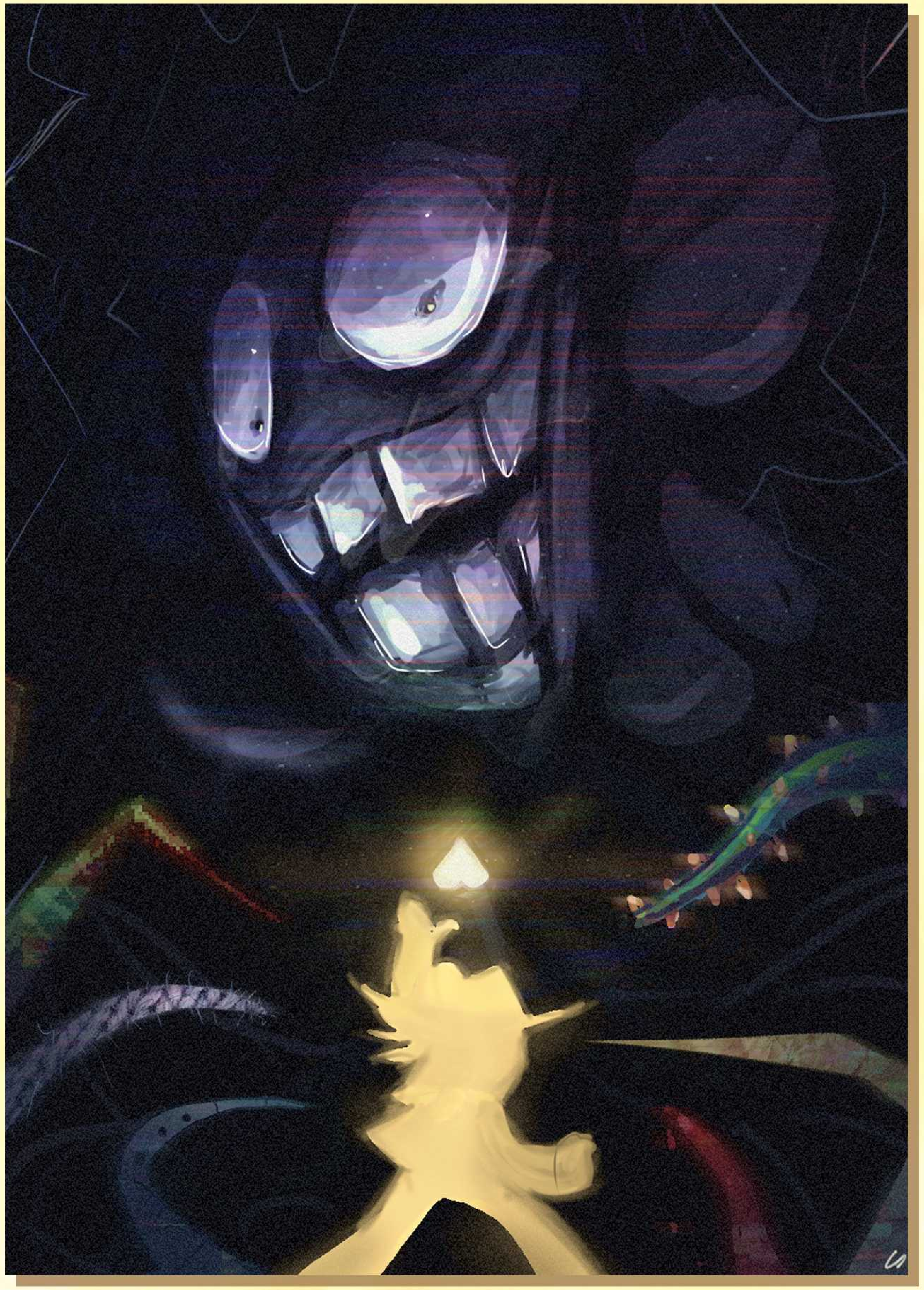


fricked_up_flowey - 2022
AeroArtwork
I loved this idea but it would have ruined the pace of the boss fight's game over screen.

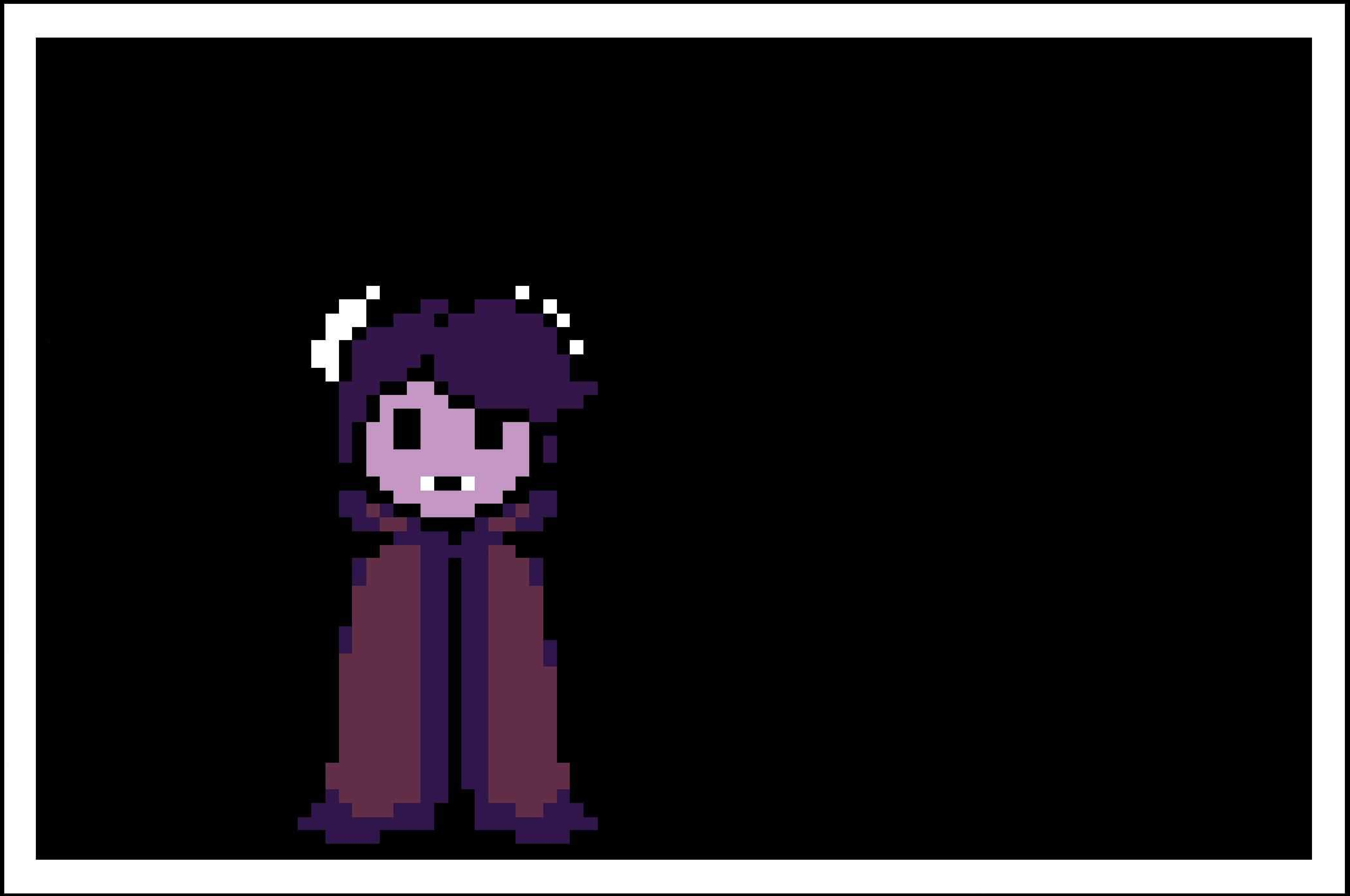
During the Flowey fight, there was a pitch for a similar kill screen like in Undertale, but the game would close and jumpscare you with this beautiful face before it did. This face is also based on a nightmare I had of Flowey chasing me down a hallway…
- Aero



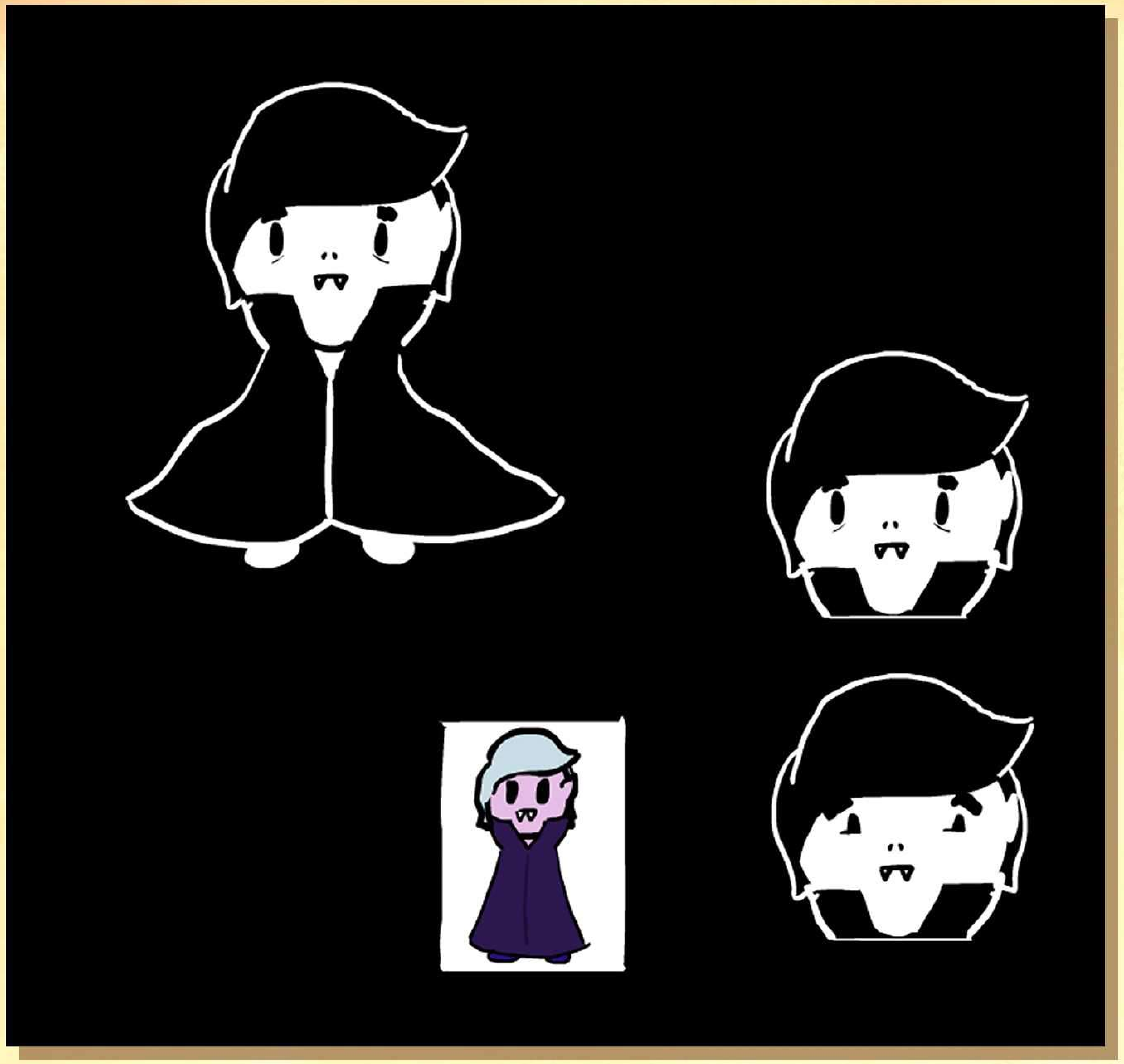
2Flowey8Bit.png - 2022
AeroArtwork
We toyed around with different style ideas such as rubber hose, 16-bit, and this Atari Flowey, but we had to narrow it down.
- Sword



Best Friends Forever.png - 2022
AeroArtwork



DALY

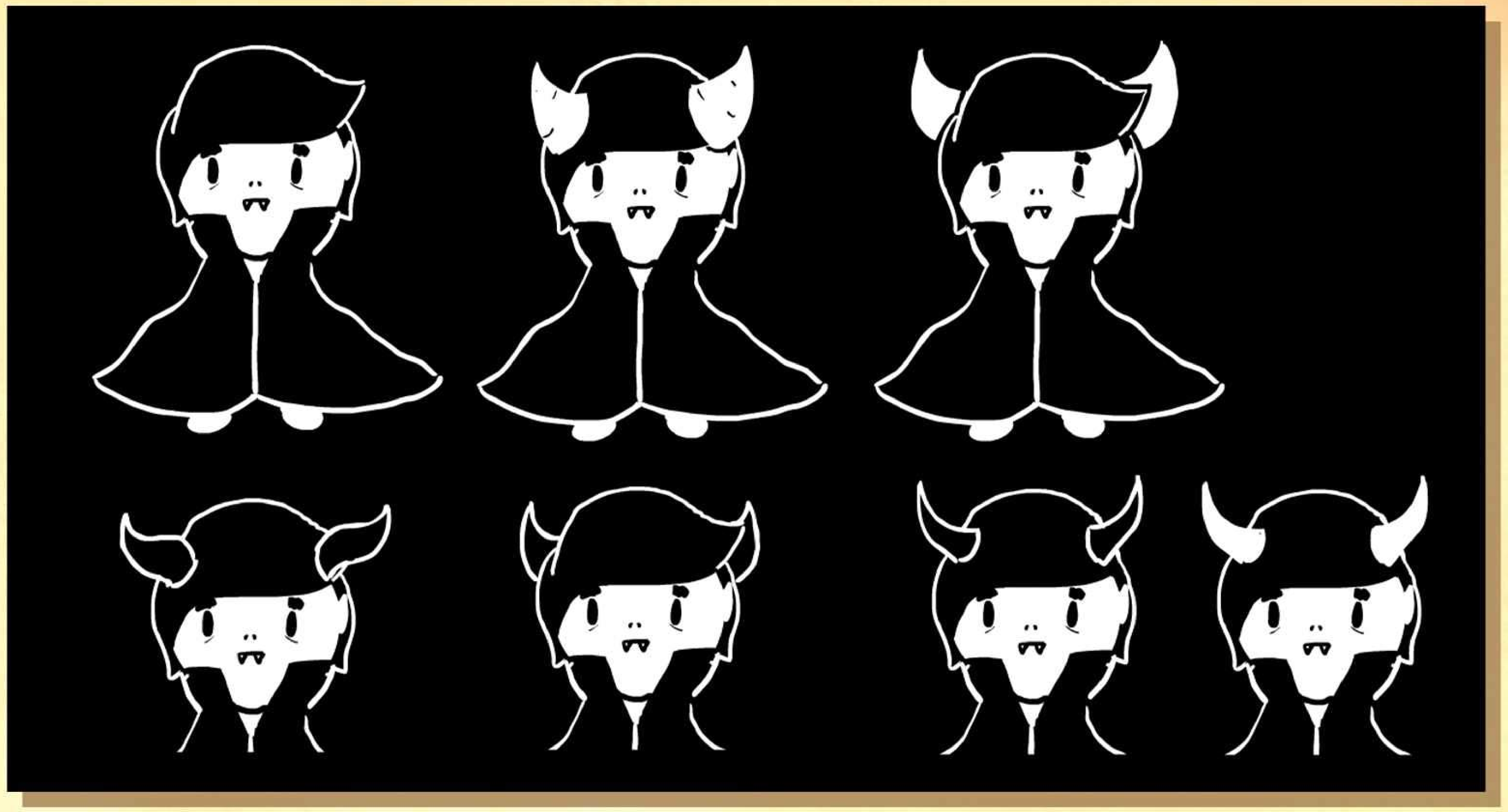


vampire.png - 2016
Grey Duovis

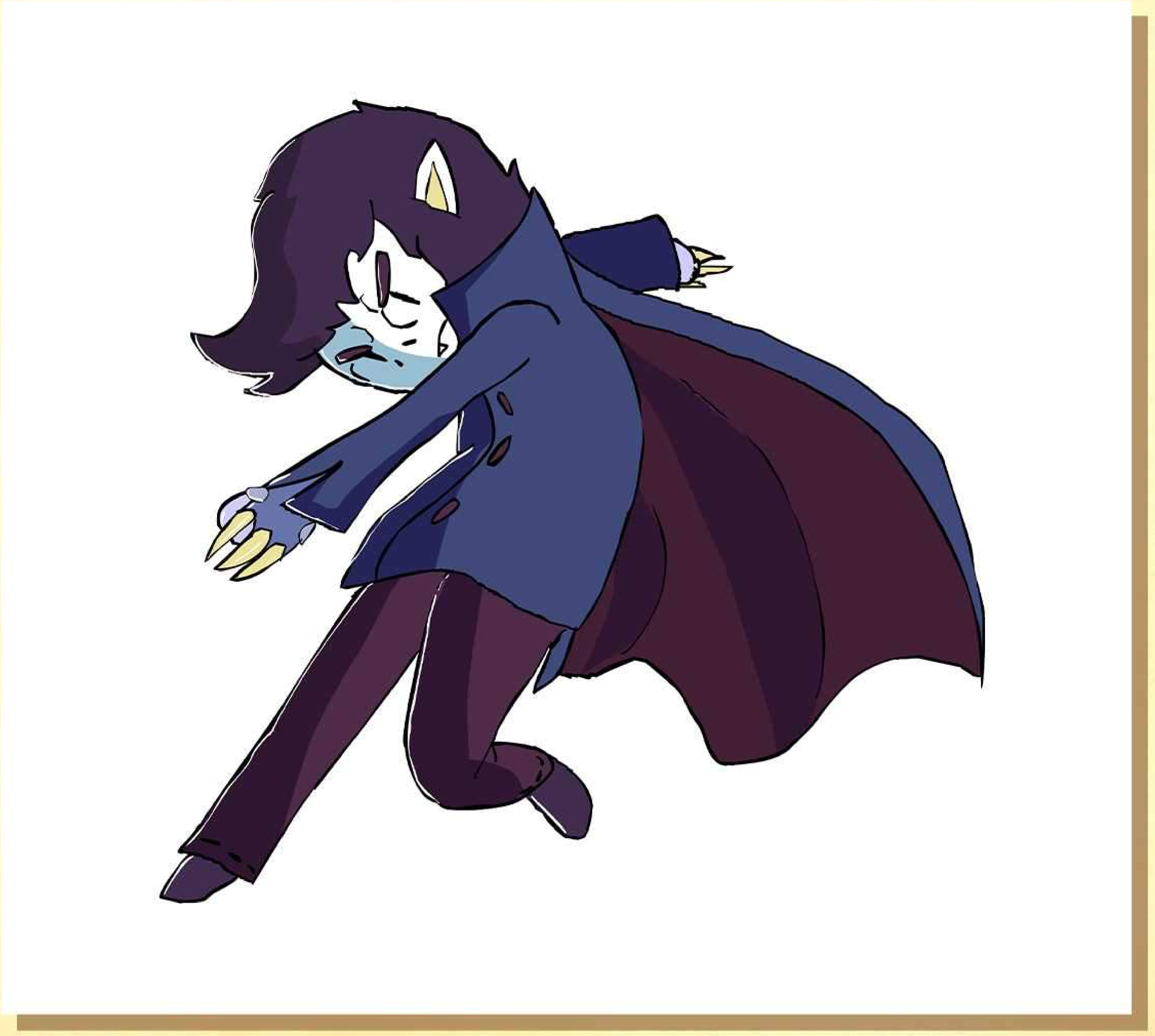
The idea of Dalv basically came from “What traditional monster type did Undertale not use?” - which was pretty fun, seeing that we got to sprinkle spooky Halloween motifs throughout the Dark Ruins.

I sometimes wish we made him more “monsterish”, but people seem to like him the way he is, so all is well.

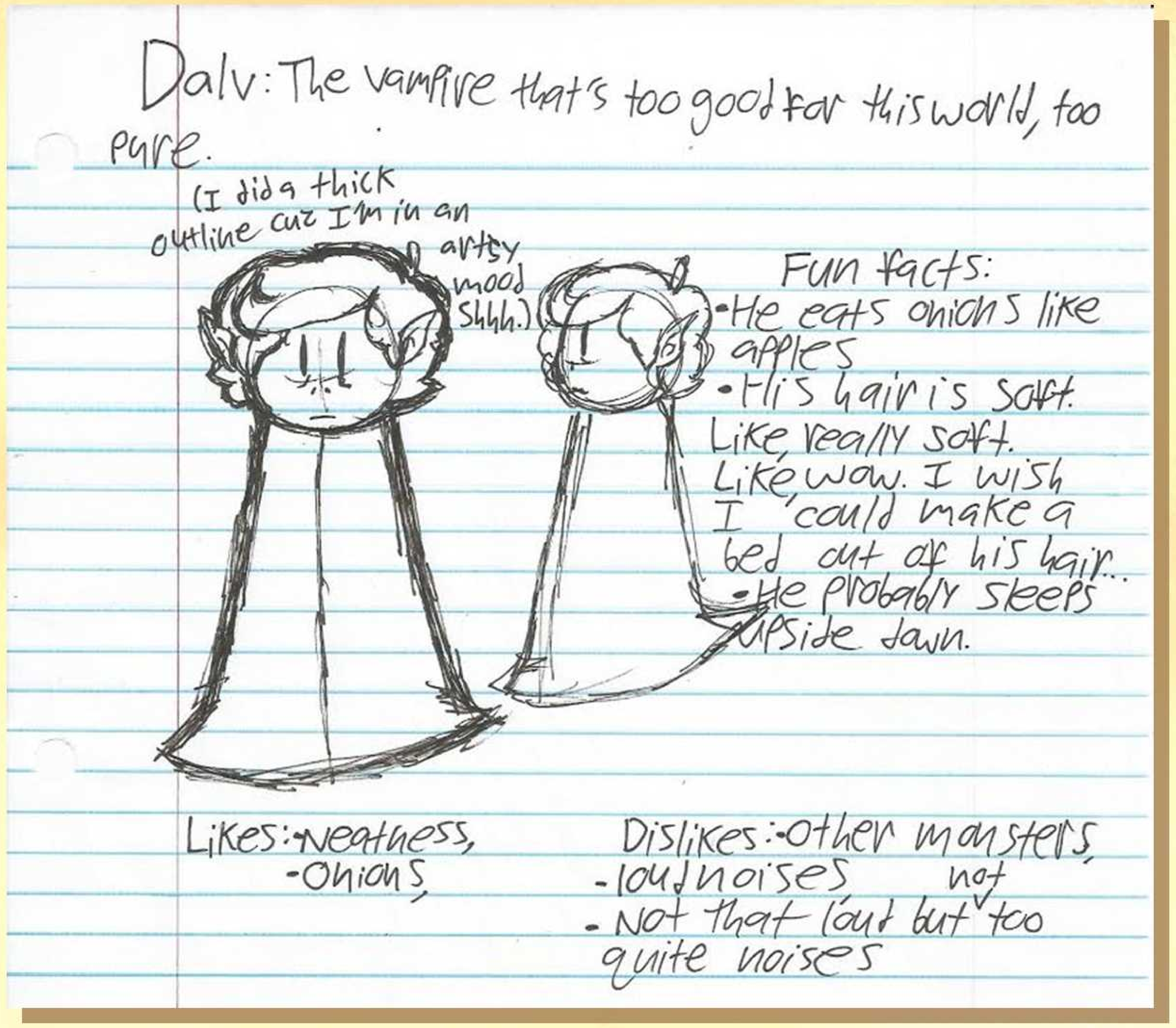
- Sword



dalv horns.png - 2016
Grey Duovis



old_dalv.png - 2016
Figburn



Dalv: The vampire that's too good for this world, too pure.

(I did a thick outline cuz I'm in an artsy mood Shhh.)

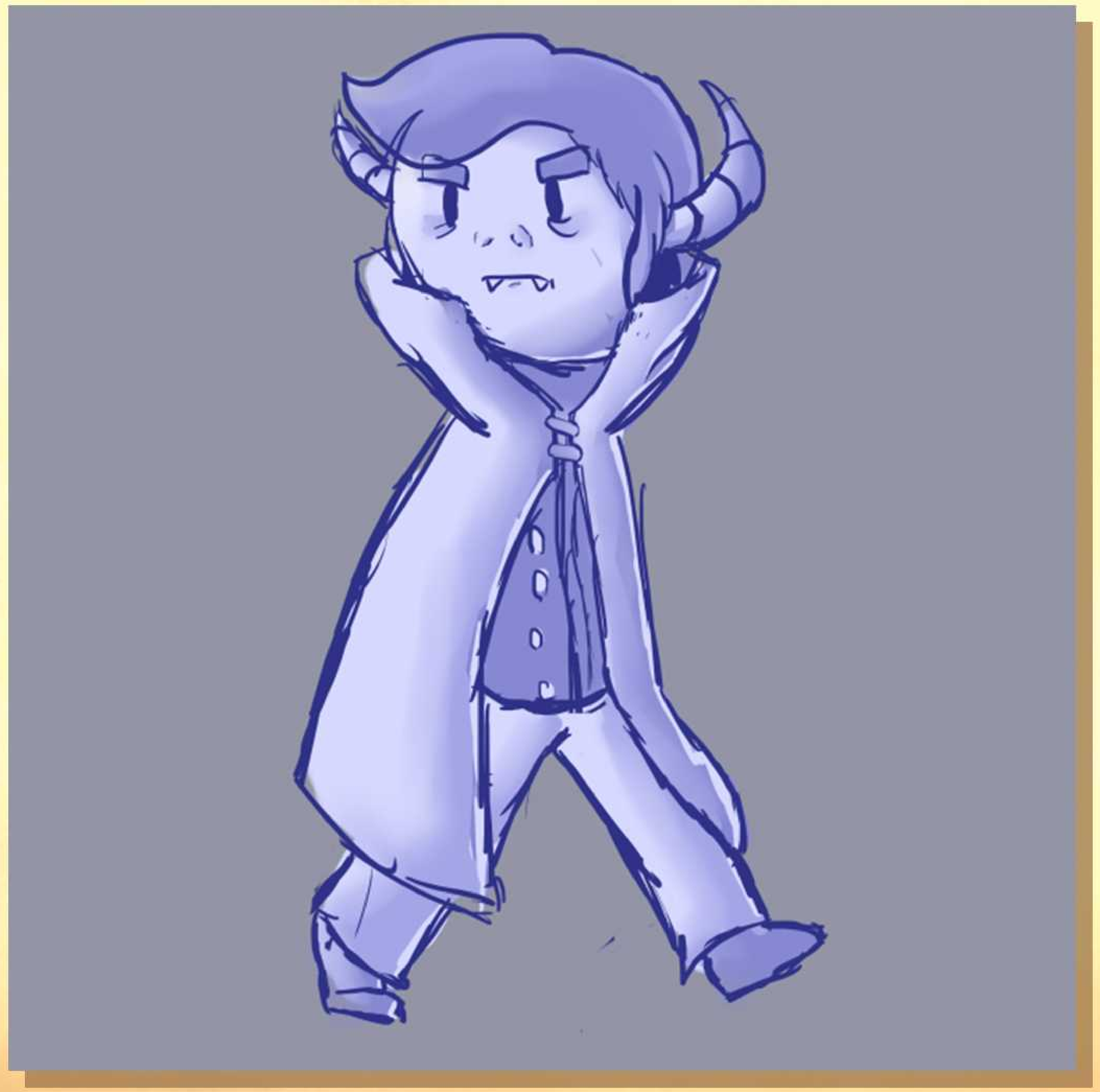
Fun facts:
- He eats onions like apples
- His hair is soft. Like, really soft. Like, wow. I wish I could make a bed out of his hair...
- He probably sleeps upside down.

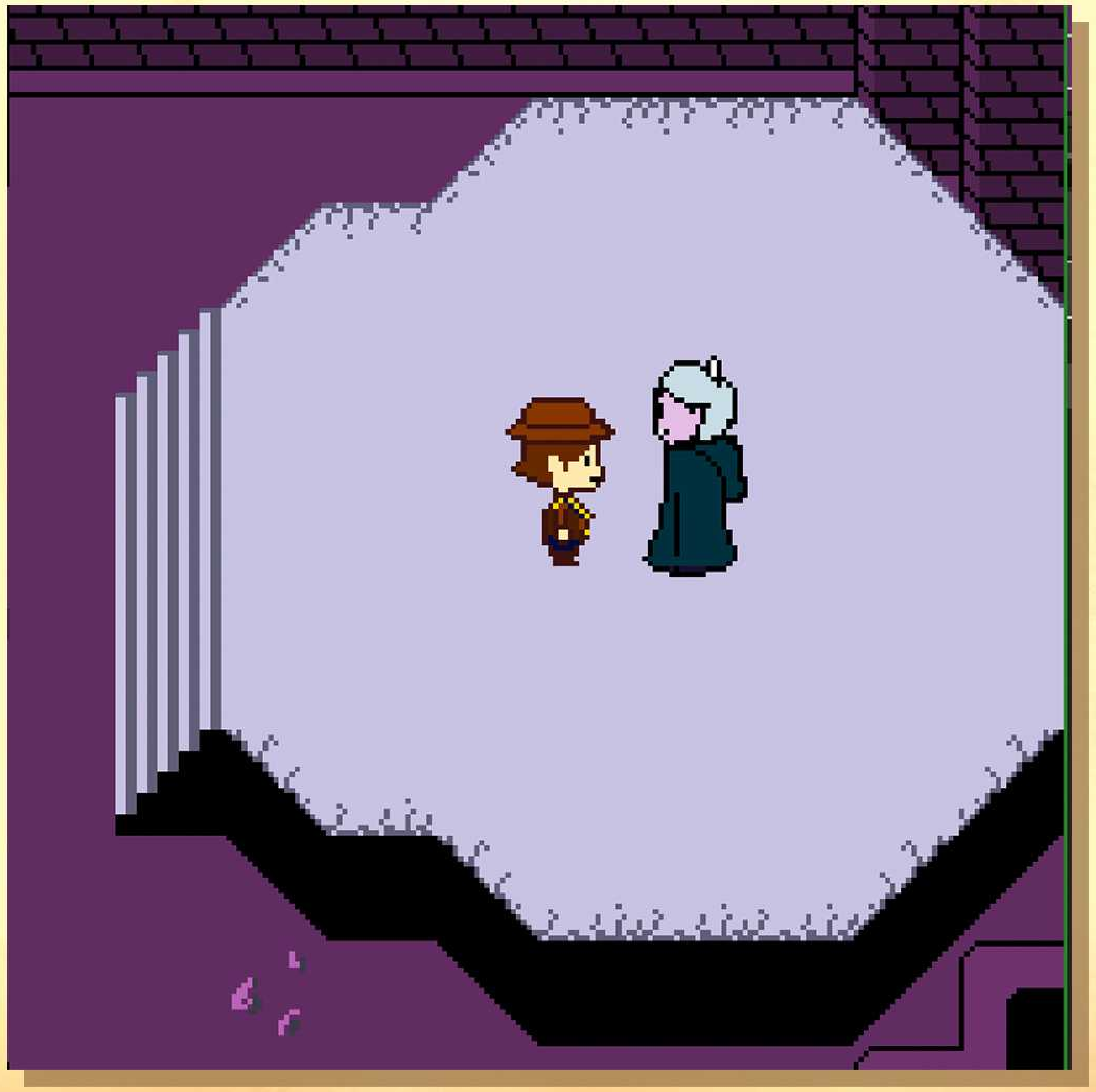
Likes: -neatness,
-onions,

Dislikes: -other monsters,
-loud noises
-Not that loud but not too quite noises

dalv layout.png - 2016
InkuNoodle

old_dalv 2.png - 2016
Figburn

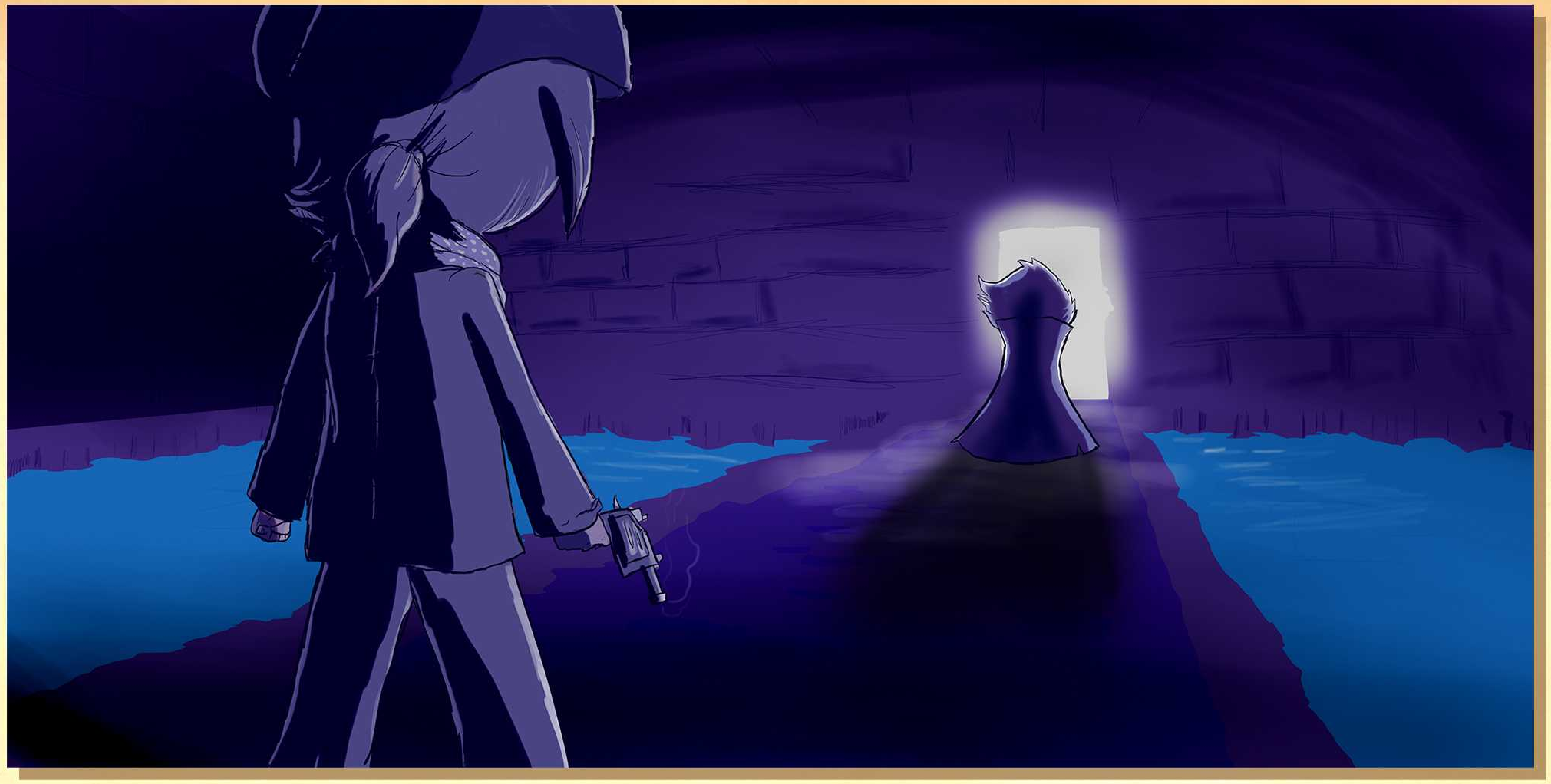




uh ummm.png - 2016
Spasco, Kcadbackwards

Shh, they're conversing.

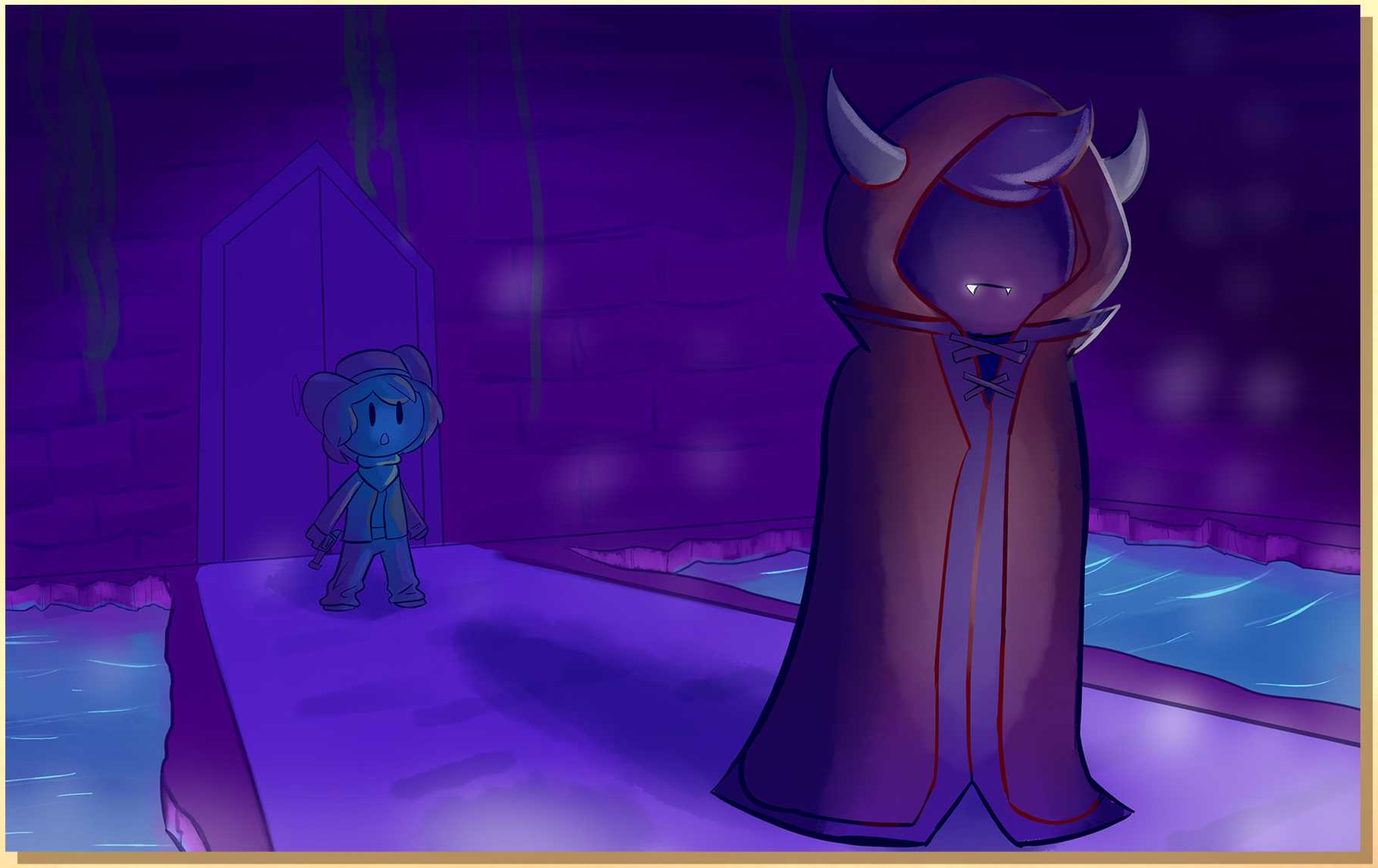
- Sword

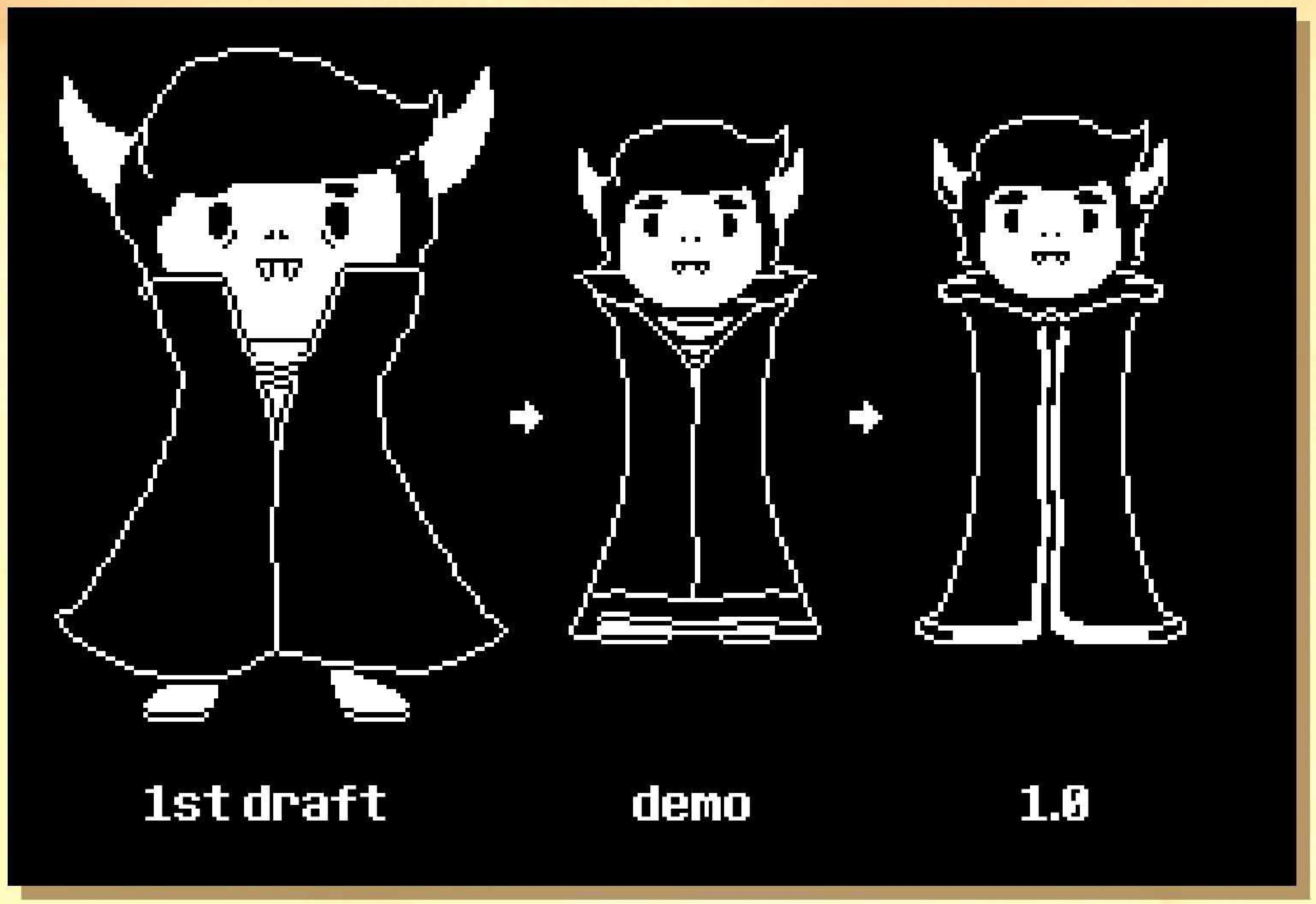


Concept_Ruins.png - 2016
Figburn
What was going on with the size of the left hand?
- Fig

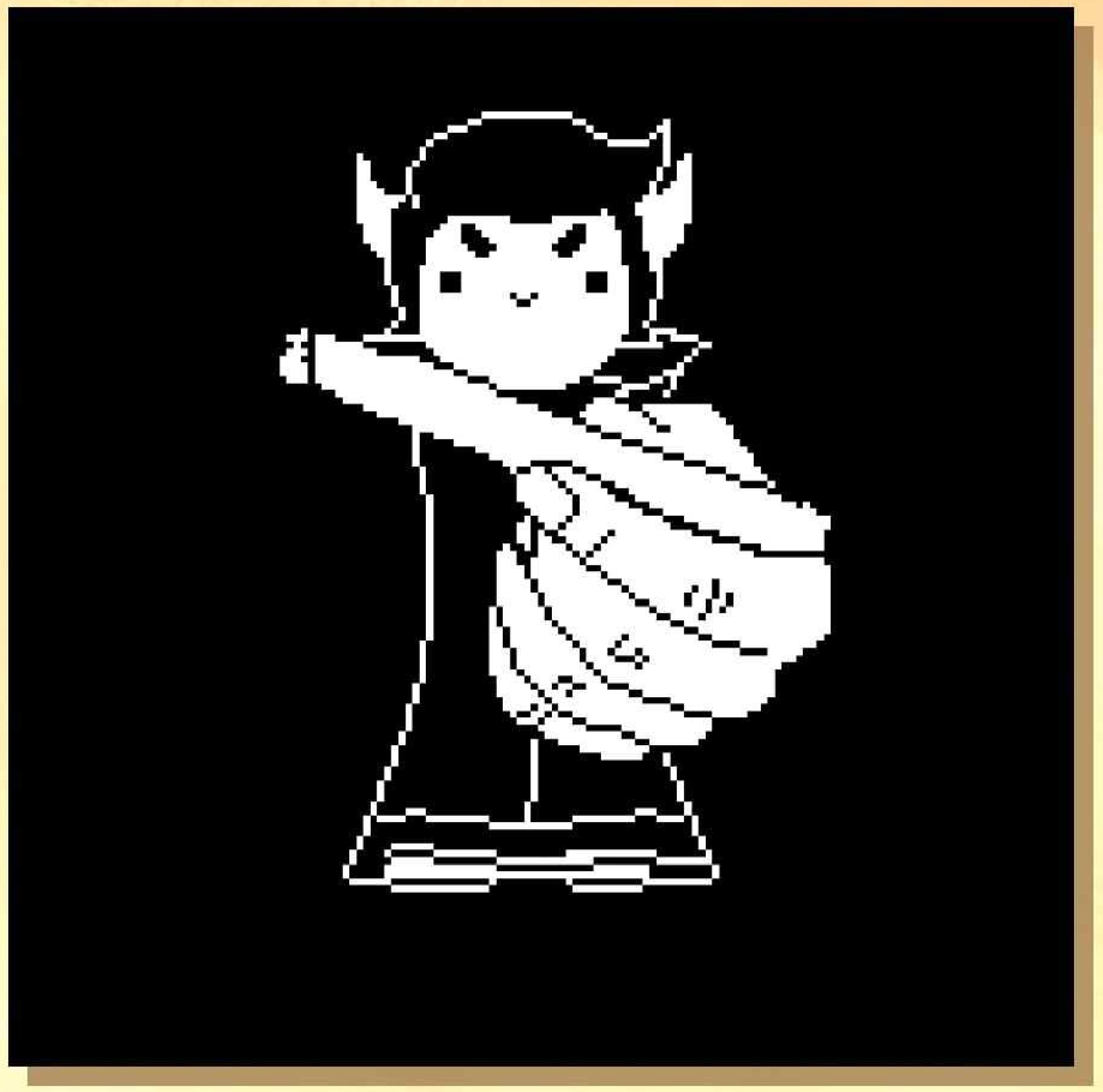
character_who_I_cant_spoil.png - 2016
Figburn
My second attempt at the previous drawing, months later.

I still see this one crop up in YouTube thumbnails a whole lot.
- Fig

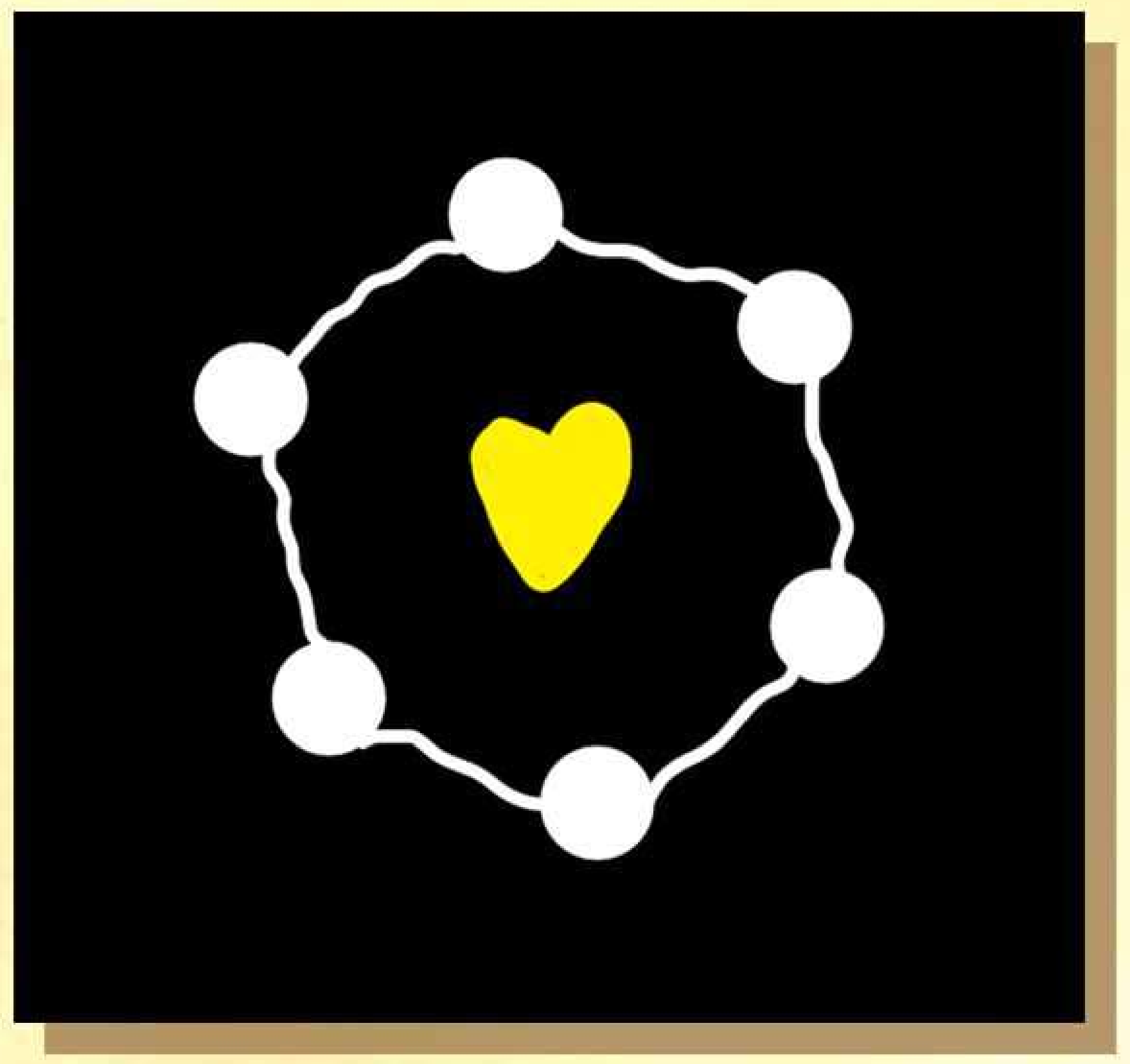




dalv_battle_sprites.png - 2016 & 2023
Figburn, Gaziter, GlitchedPie
We didn’t exactly know the right pixel dimensions for battles when first getting into development...
- Sword

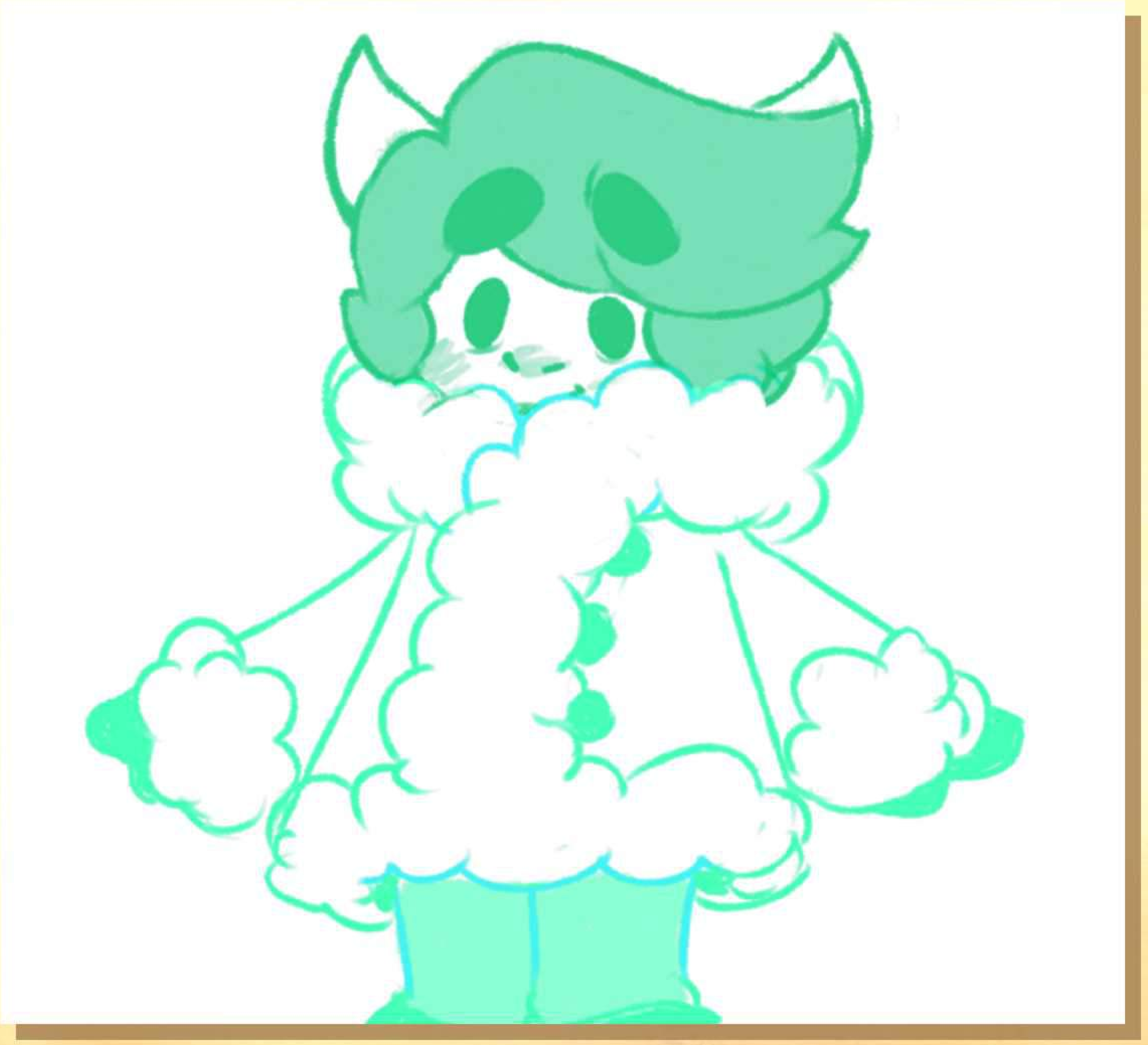


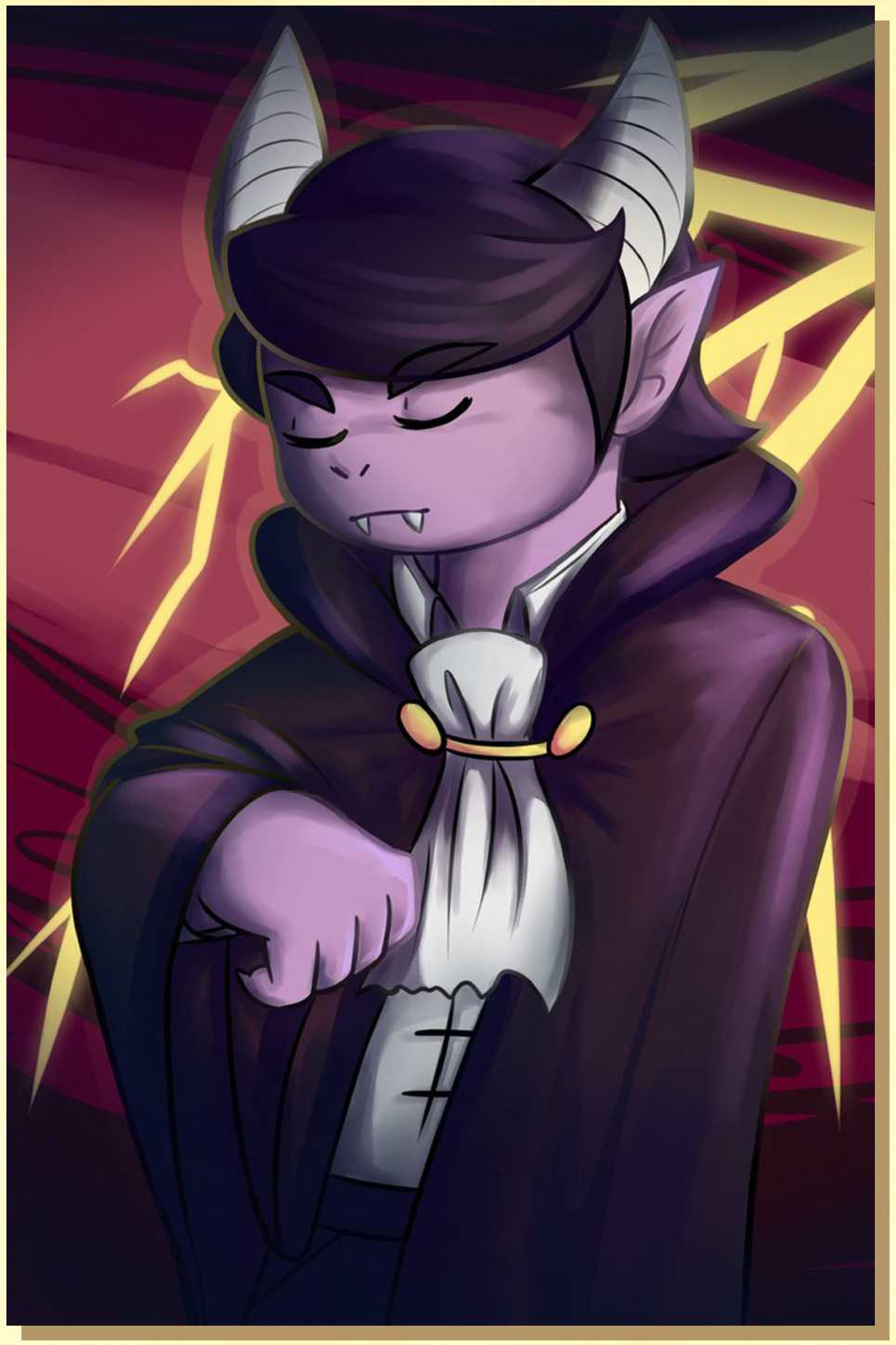
flowifight_placeholder.png - 2022
GlitchedPie



dalv attack.png - 2016
MasterSwordRemix

snowdilv.png - 2017
InkuNoodle
In retrospect, Dalv didn’t get as much screentime as he should’ve, but we just didn’t see much of a nautral way to bring him back, considering how he needed time to reintegrate into society. Still, I’m glad Noodle got to design this adorable winter fit for backtracking to Snowdin.
- Sword



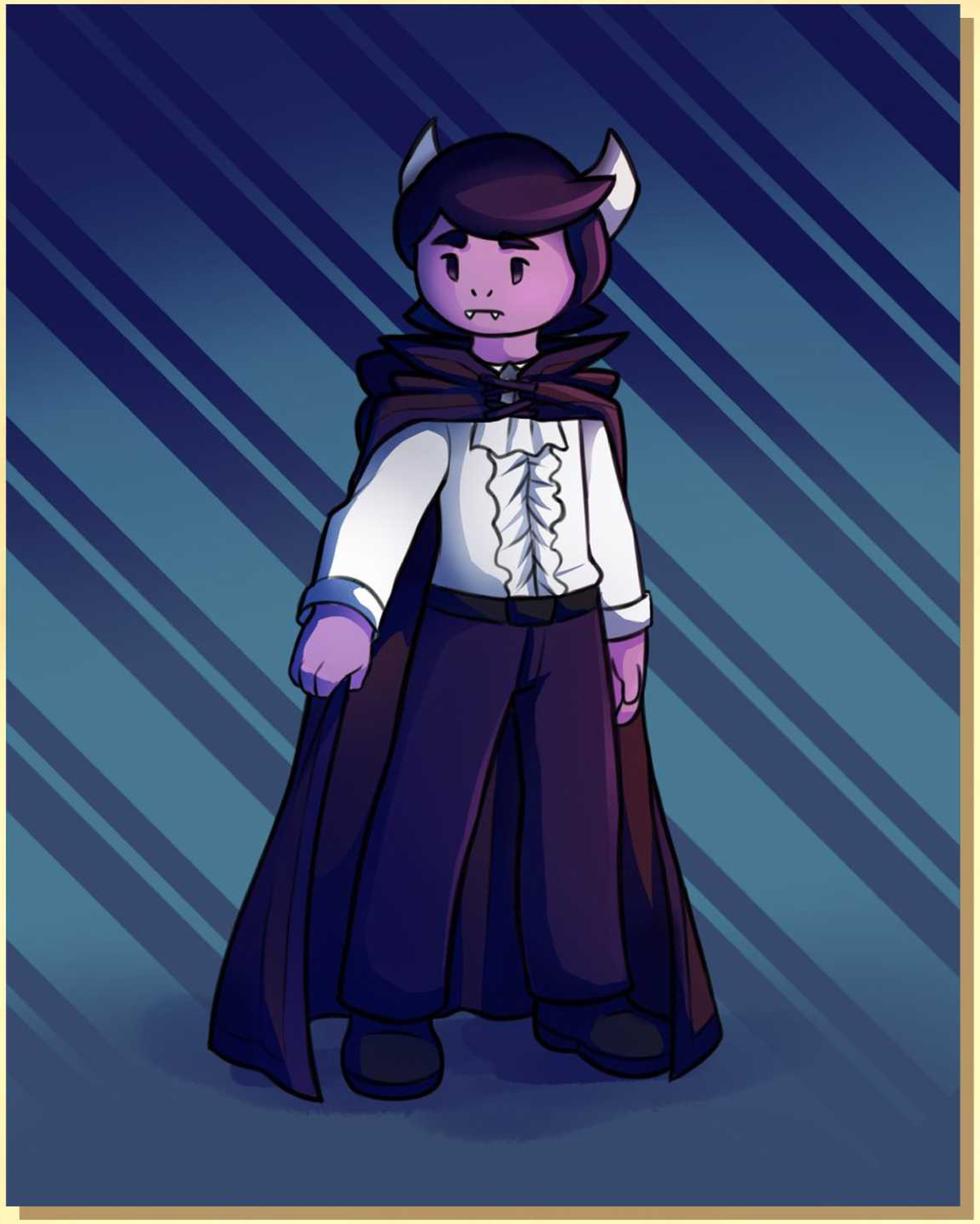


corny_vampire.png - 2016

NeroSensei

Back when I made this piece, I was very inspired by the UTY demo. So much that I had to draw this loner guy- I thought his design was cute, but cool!

- Nero

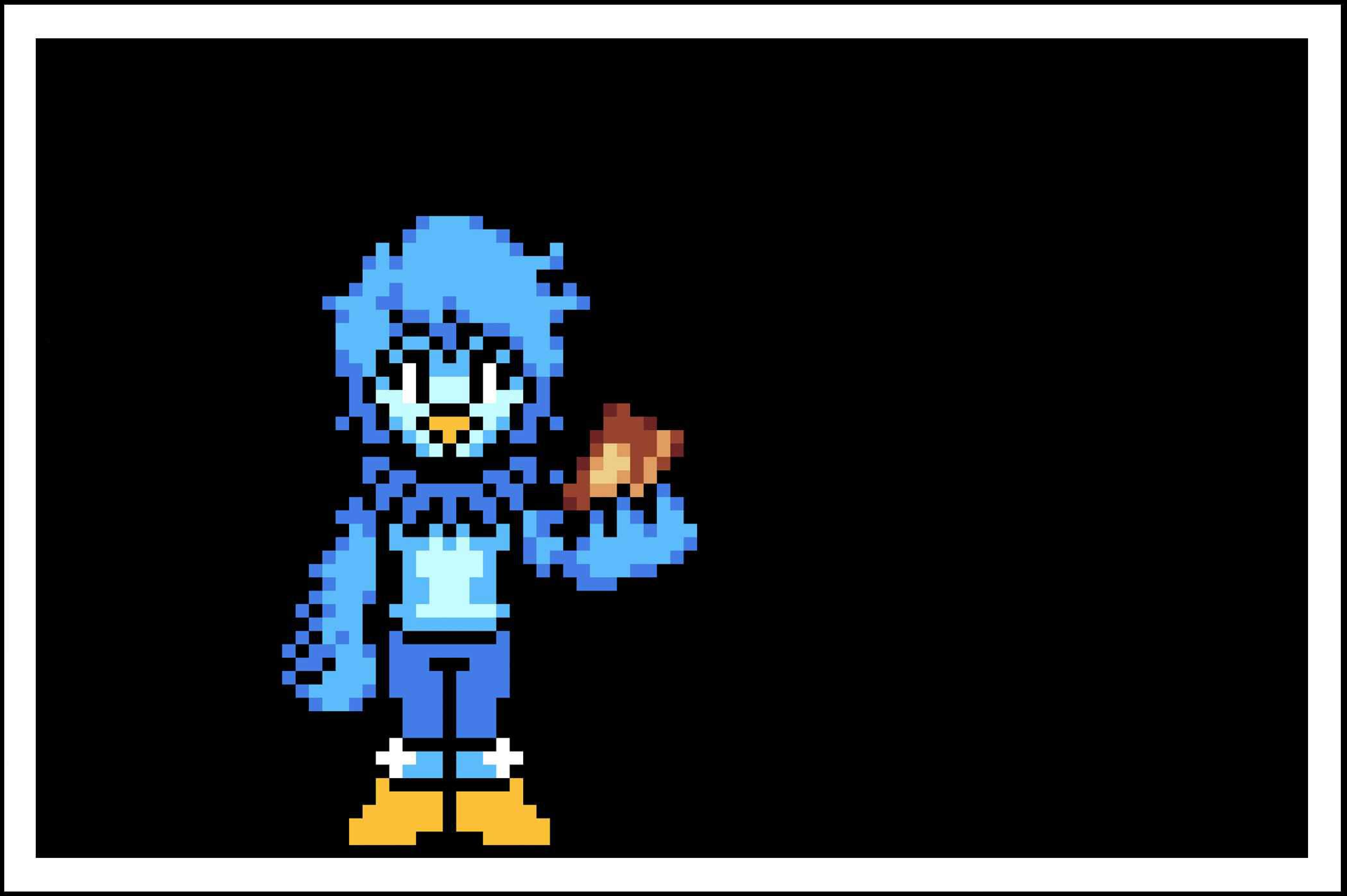


dalv_render.png - 2016

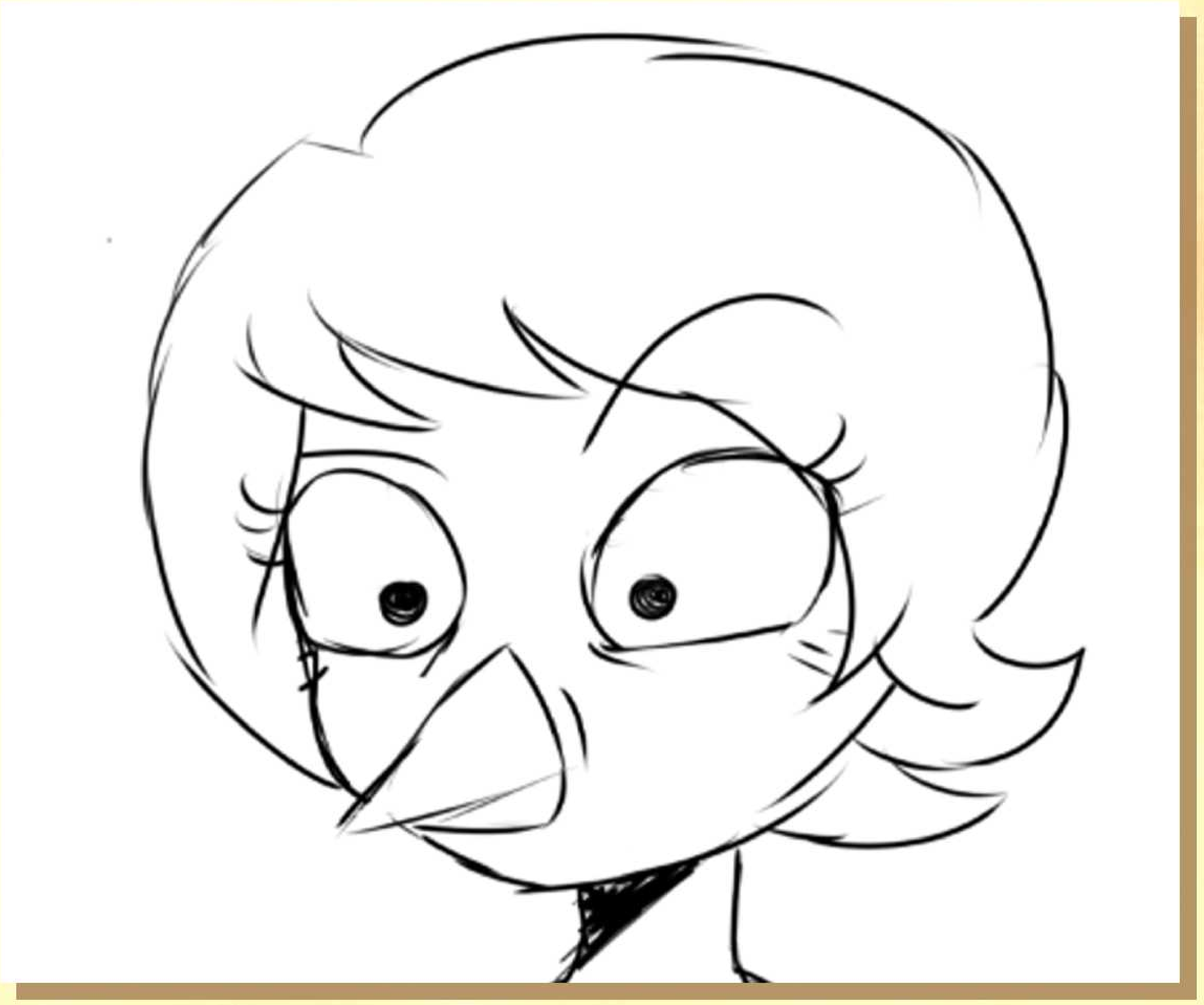
NeroSensei

Later on, I was lucky enough to have been tasked with making what I believe was Dalv's first official render!

- Nero



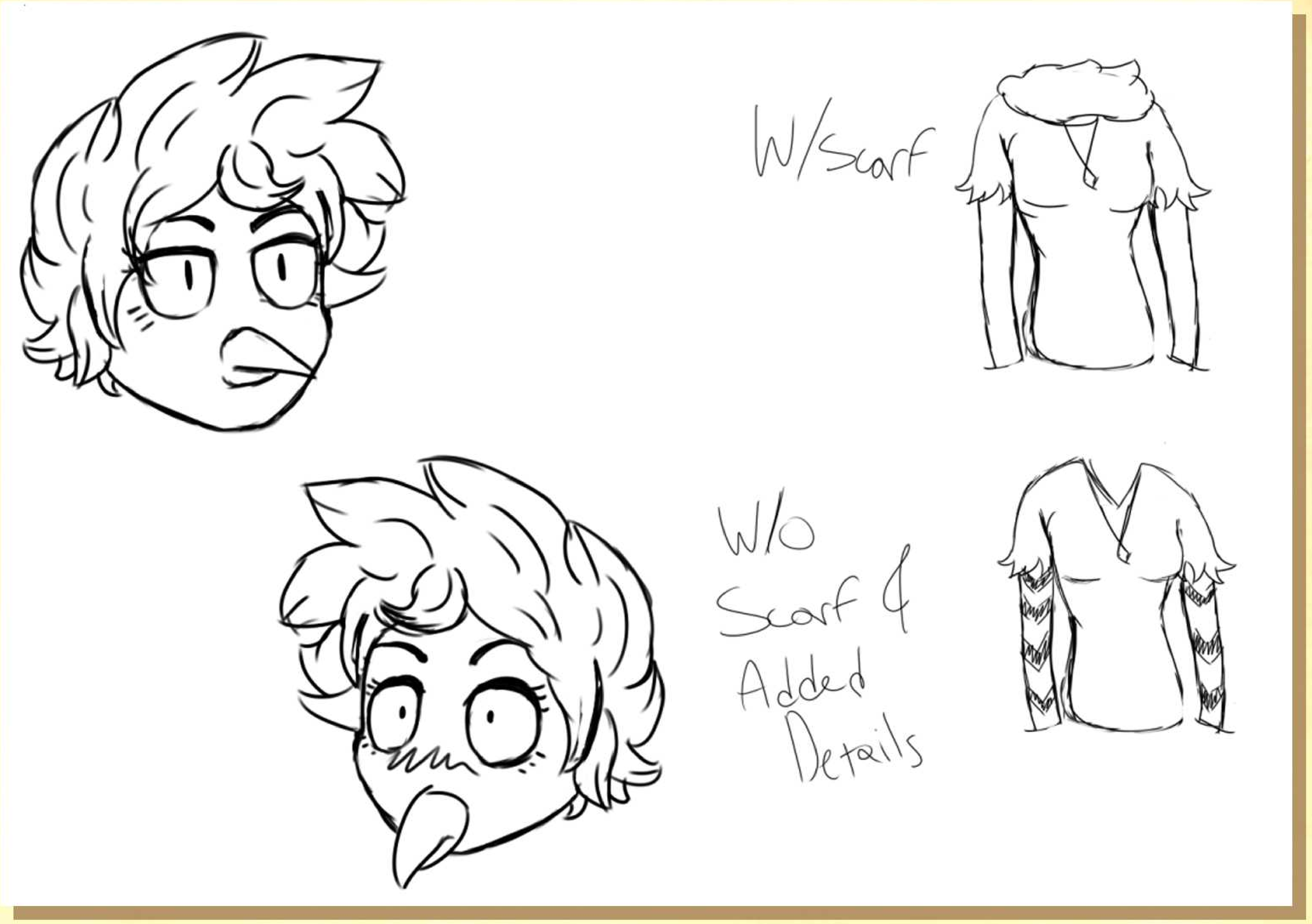
MARTLET



bird_sketch.png - 2016
Greeli_
The roll of “Female Royal Guard who is close to Clover” was originally pitched as using “Red” from “Undertale Red.”

For the sake of originality, it was switched to a “Jane Doe” who would ride a bird monster - then, a bird monster entirely.

- Sword

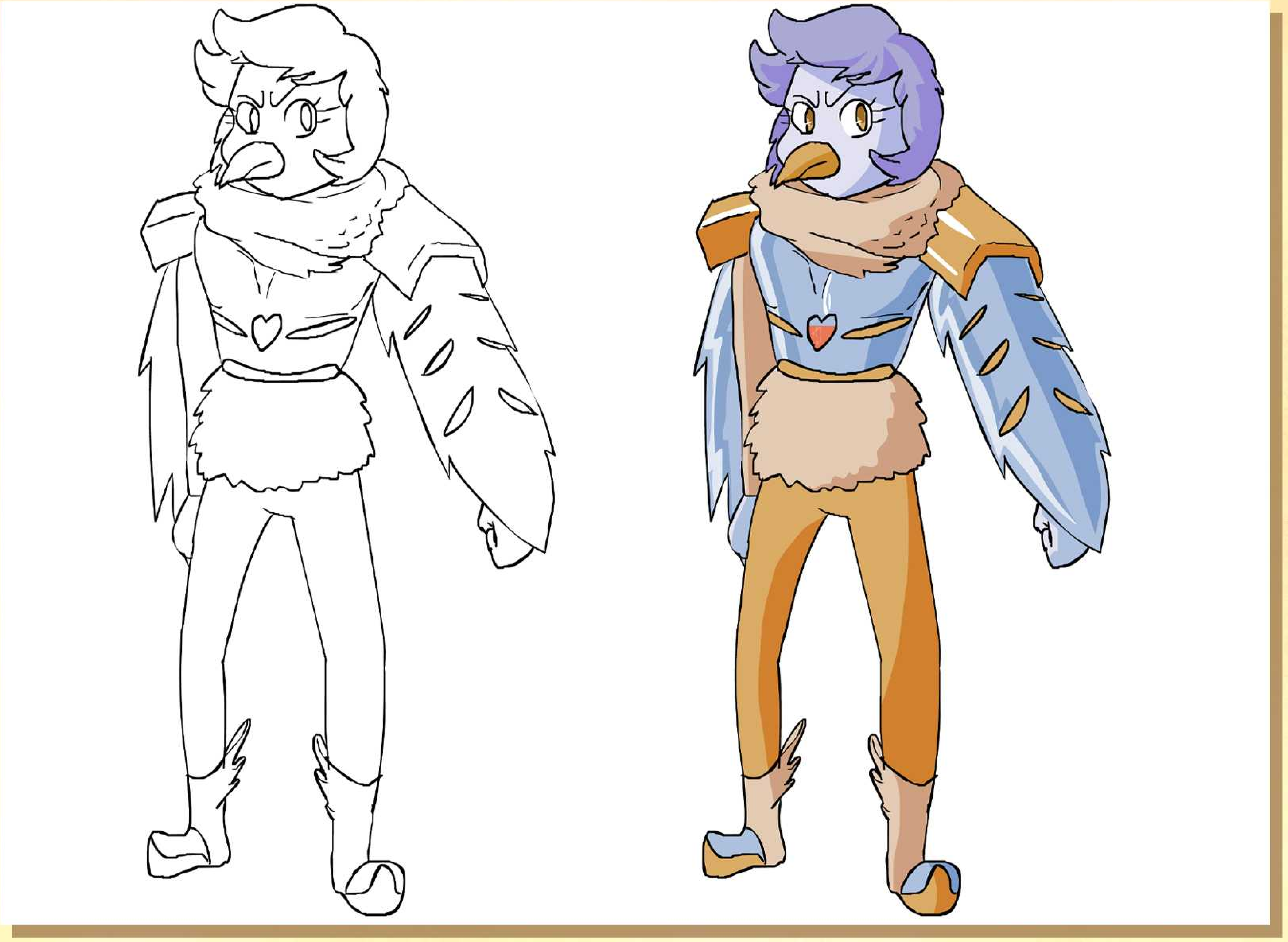


bird ideas.png - 2016
Greeli_
An alternate take on Martlet.

It was briefly considered the design for a hypothetical sister named “Kestrel” who would’ve been colored green and carried a mature and focused demeanor.

A crowded cast and comparisons to the skeleton bros axed the idea.

- Sword



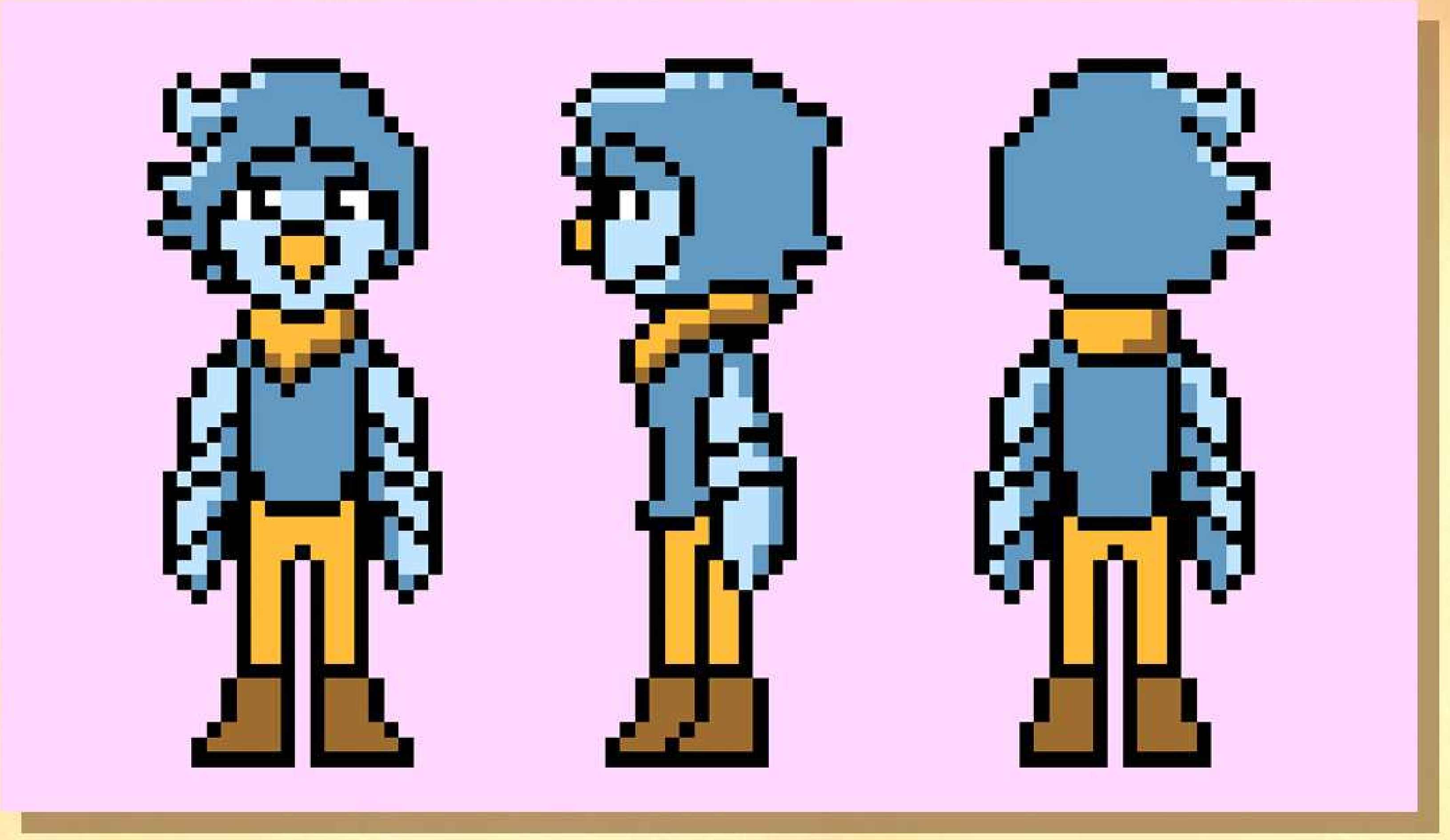
Martlet_Concept.png - 2016
Figburn

My very first "official" concept once I was added onto the team.

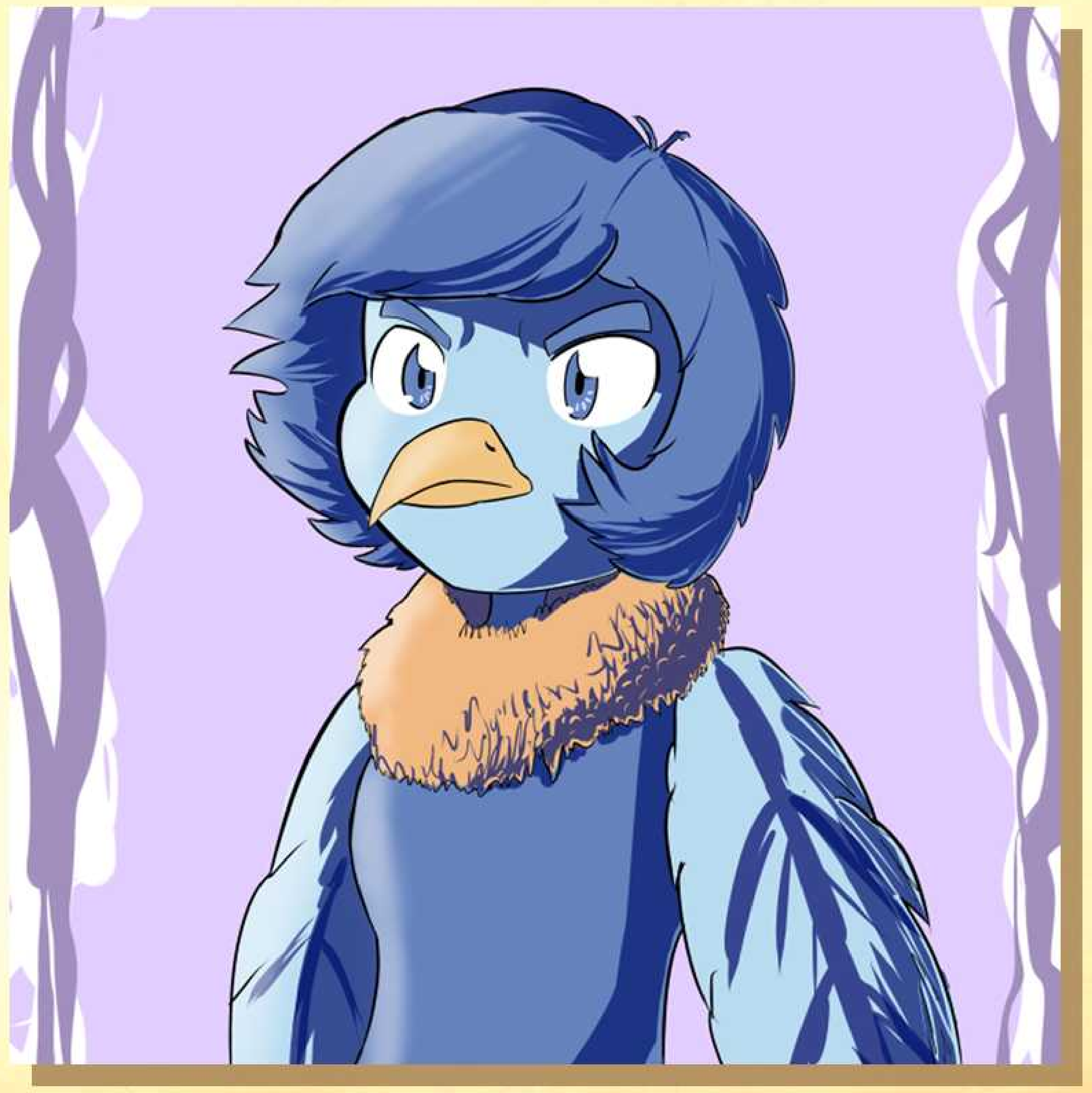
Very little of Martlet's design was thought up at this time, and even less so her "boss" design.

WING BLADES?

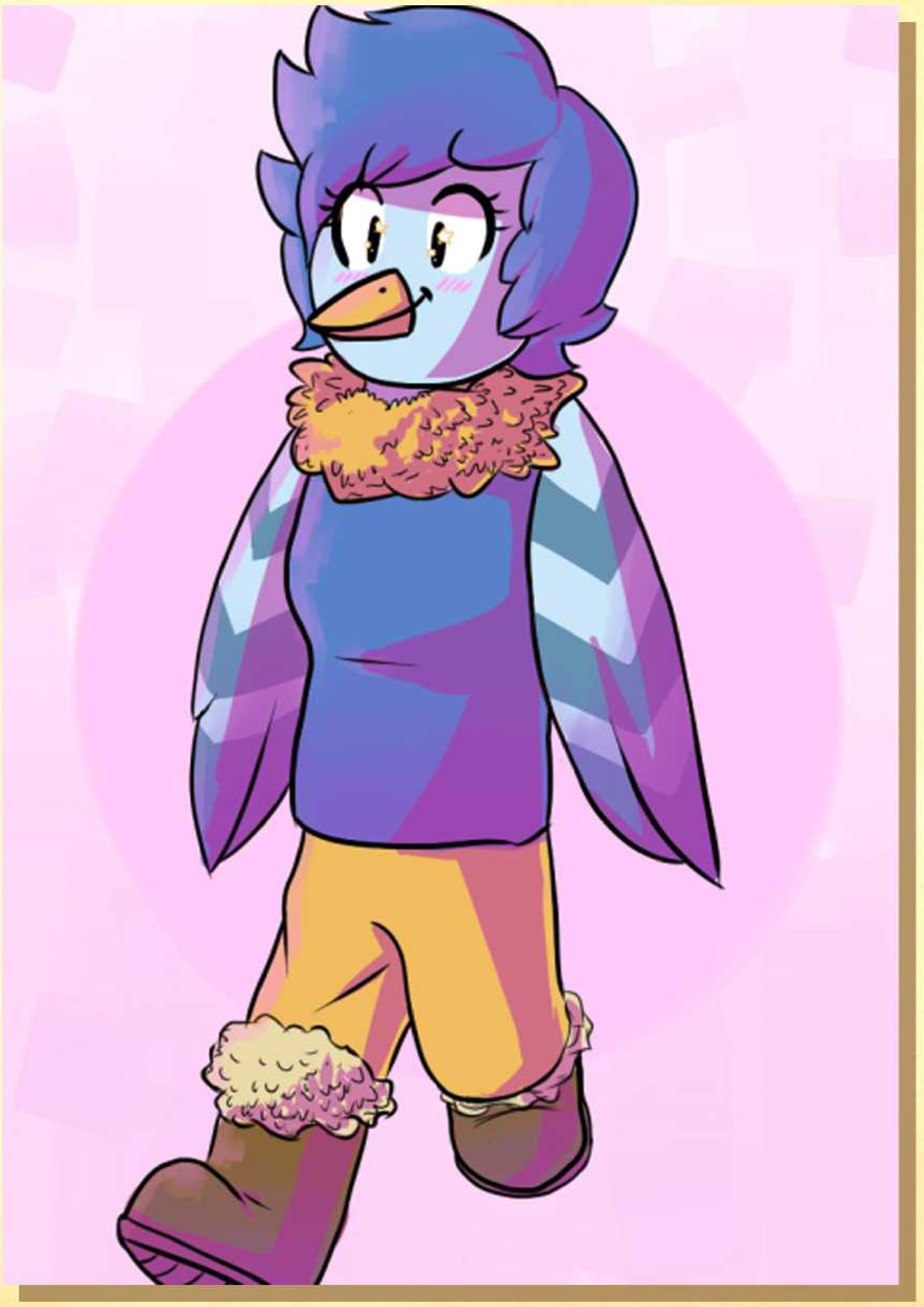
- Fig



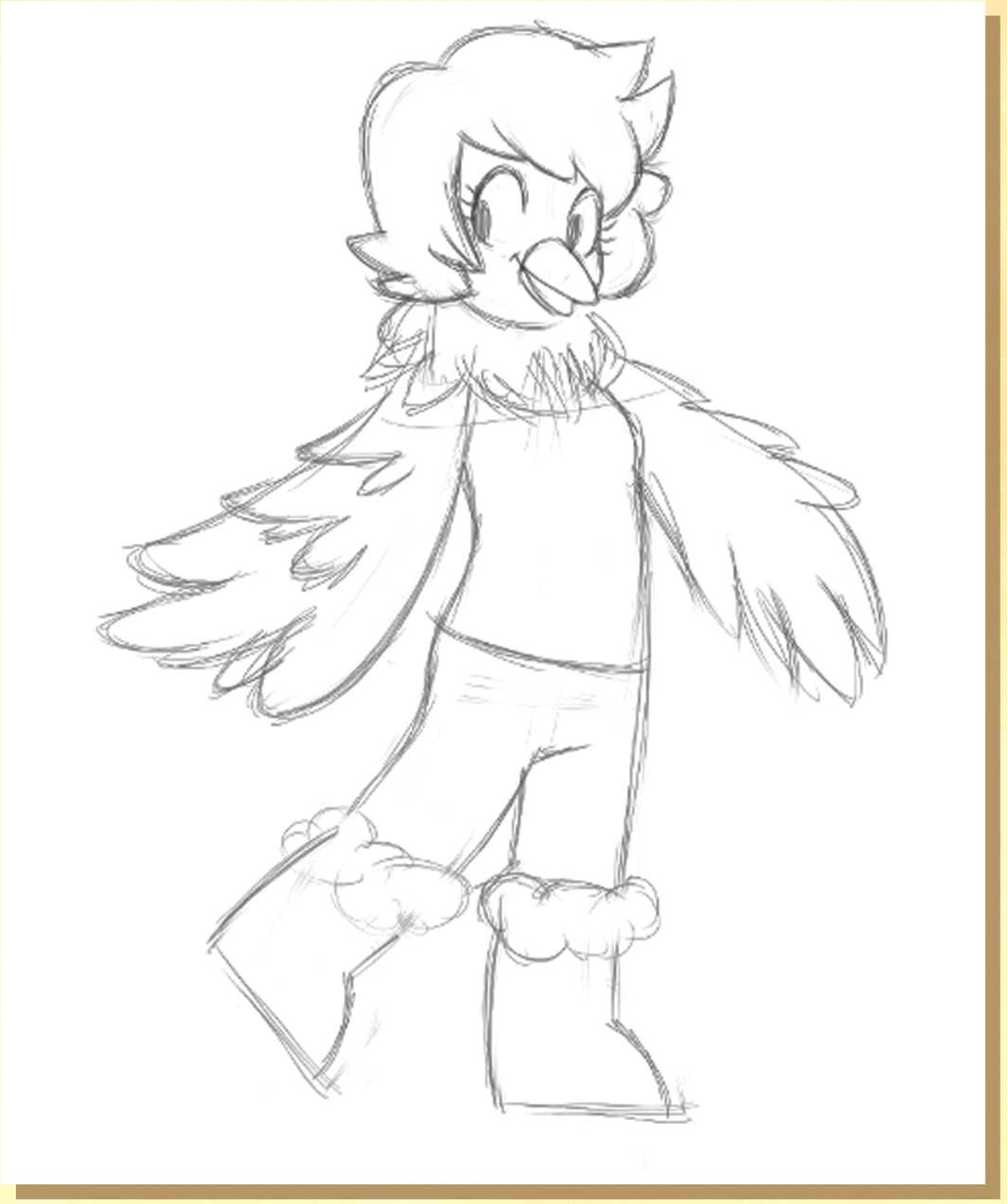
mart sprites.png - 2016
Figburn



Martlet.png - 2016
Figburn

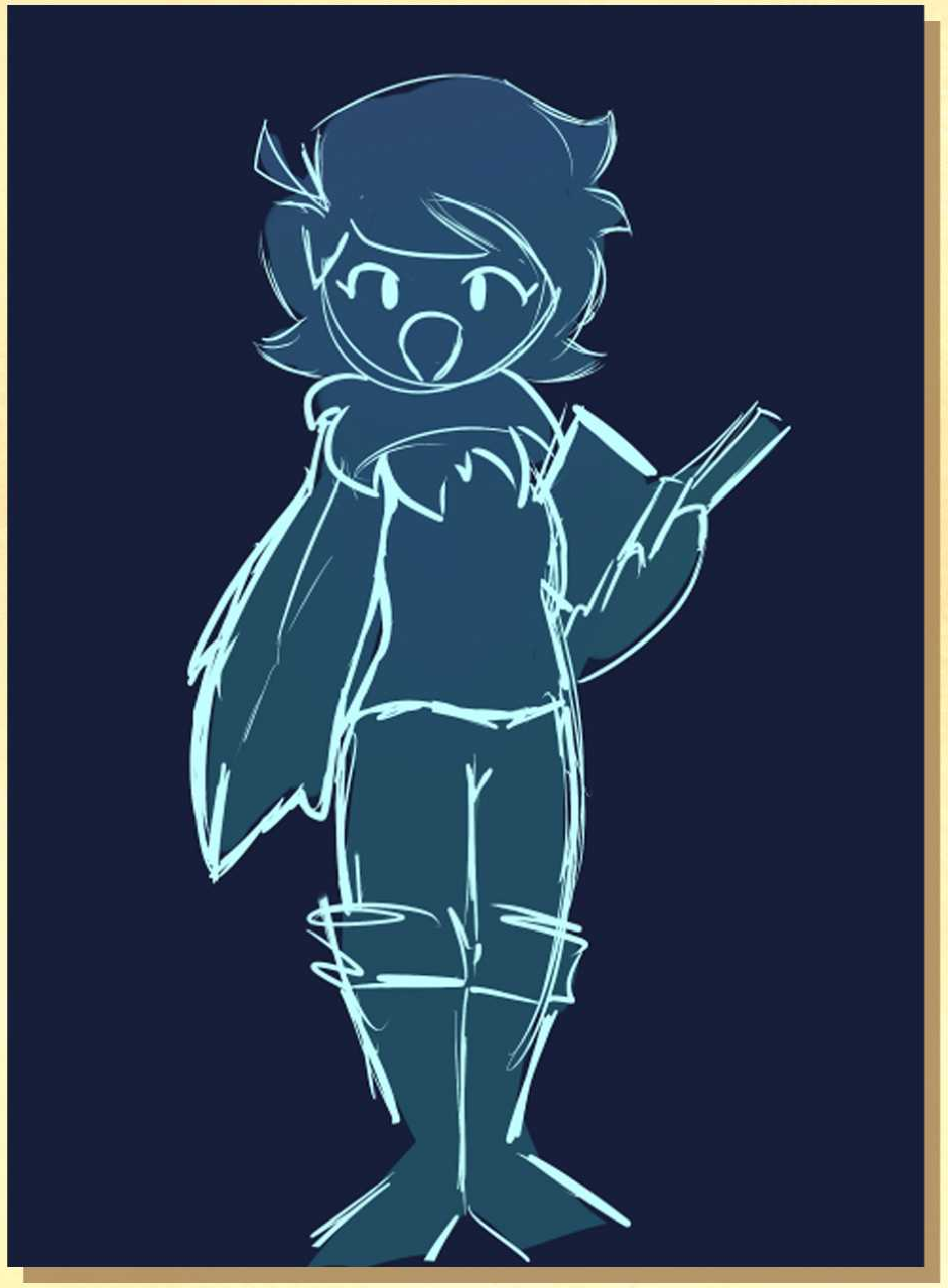


Martlet Collab.png - 2016
InkuNoodle, AWildDaydreamer, Figburn

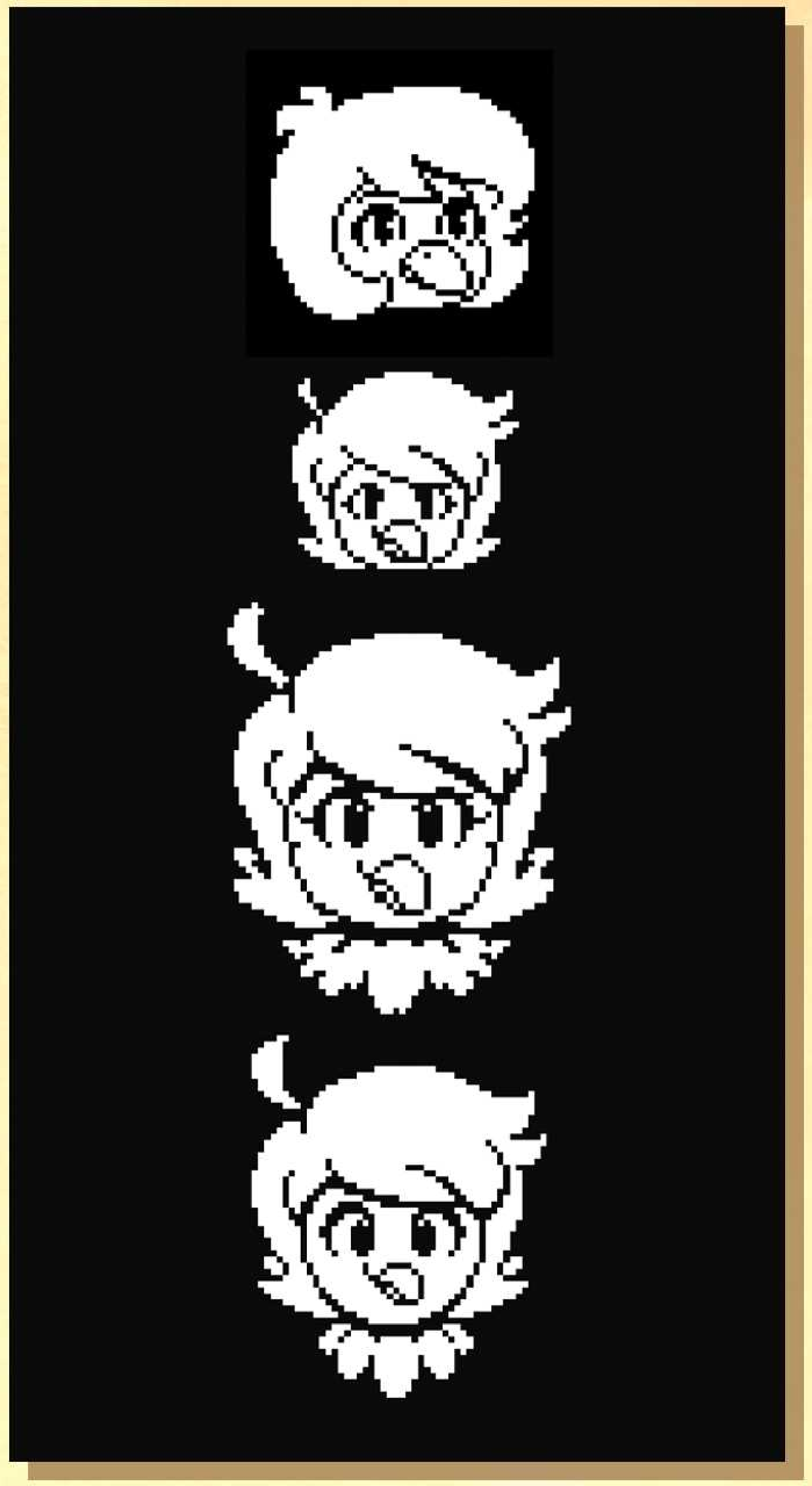


Martlet_Sketch.png - 2016
Emmalume
The redesign that we stuck with. It was made before she was a tinkerer, so she lacks an indicator of that character trait. A missed opportunity in retrospect, but that was a common trap we fell into in the early days - locking in before things were clear. I still really enjoy the design though. It suits her :)

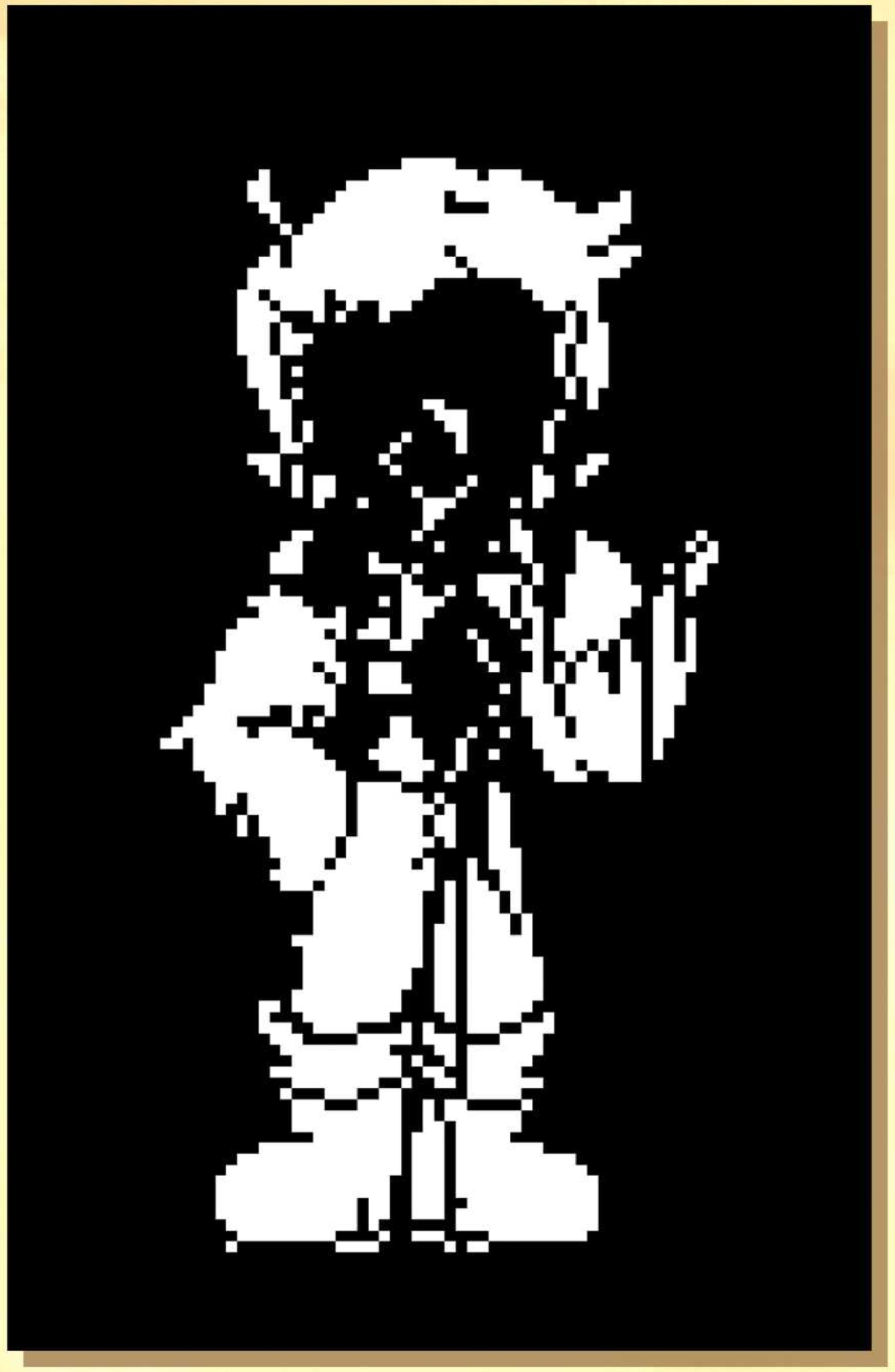
- Sword



borb.png - 2018
Figburn



mart portraits.png - 2017, ‘18, ‘22
Emmalume, AWildDaydreamer, GlitchedPie



flowlet.png - 2022

GlitchedPie

To have all our bases covered, I made "Flowey-fied" versions of Martlet and the Feisty Four to use in the Flowey fight.

The Feisty Four went unused for not being killable like the other bosses, while Martlet didn't make the cut on account of her showing up later in the Fake Snowdin scene.

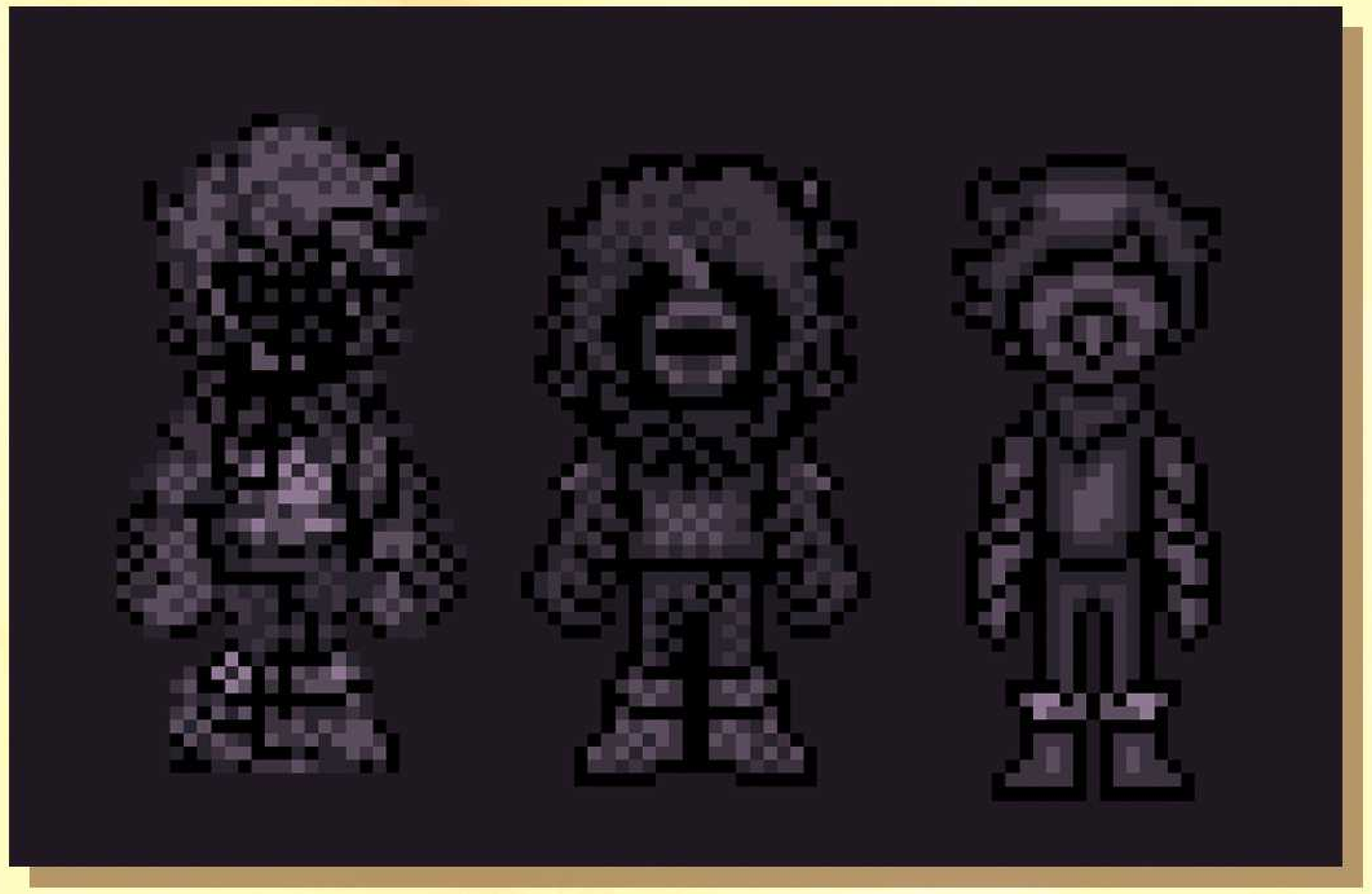
- Glitched

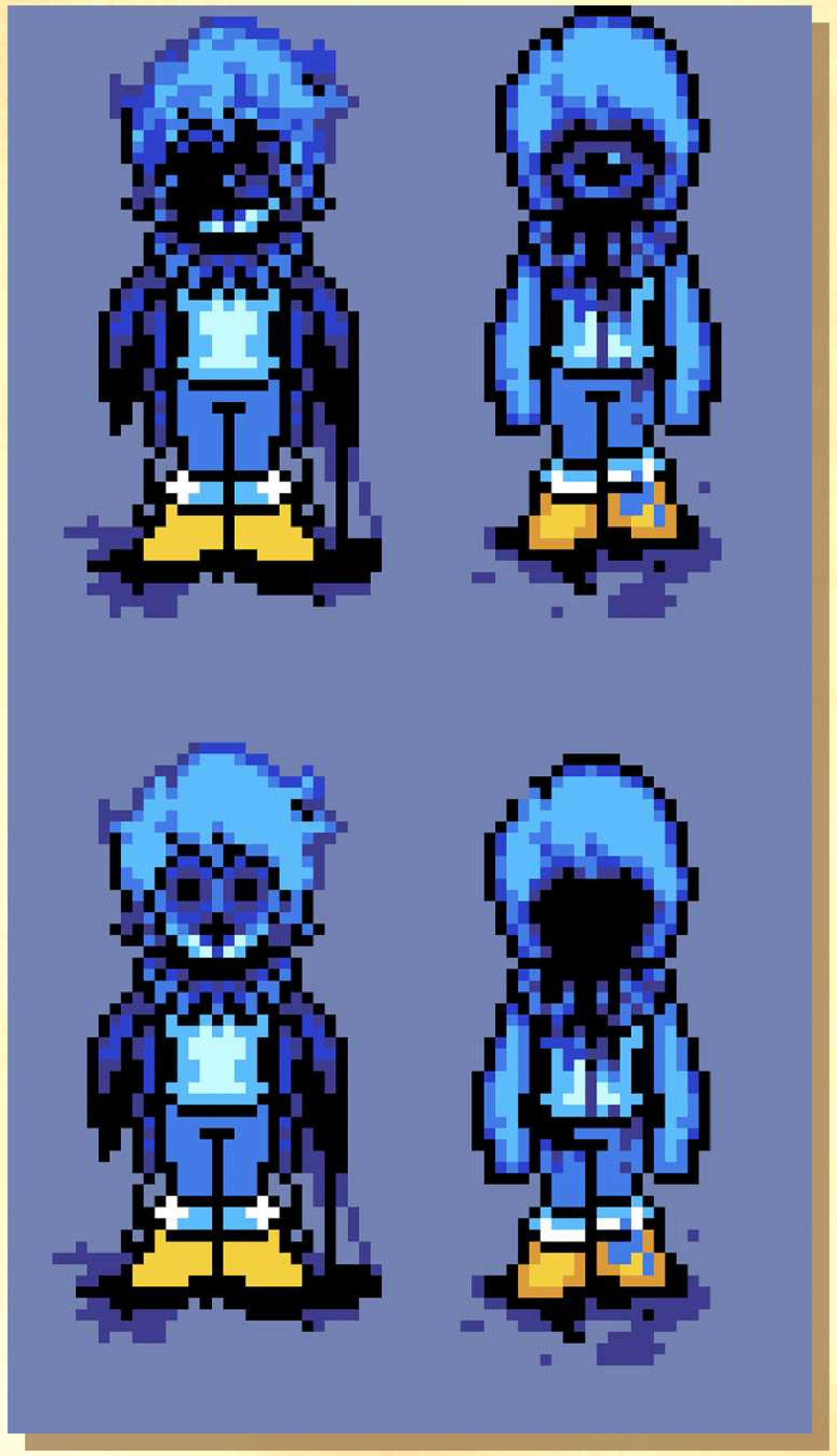
DEAD MART.png - 2020

GlitchedPie

Coming onto development, I was under the assumption the Flowey world segment was going to be a proper area-long segment and made many concepts of what a horror-styled area could look like, using a desaturated and flat color palette and taking inspiration from UNDERTALE 'corruption programs' of the time to evoke a chaotic, sinister atmosphere.

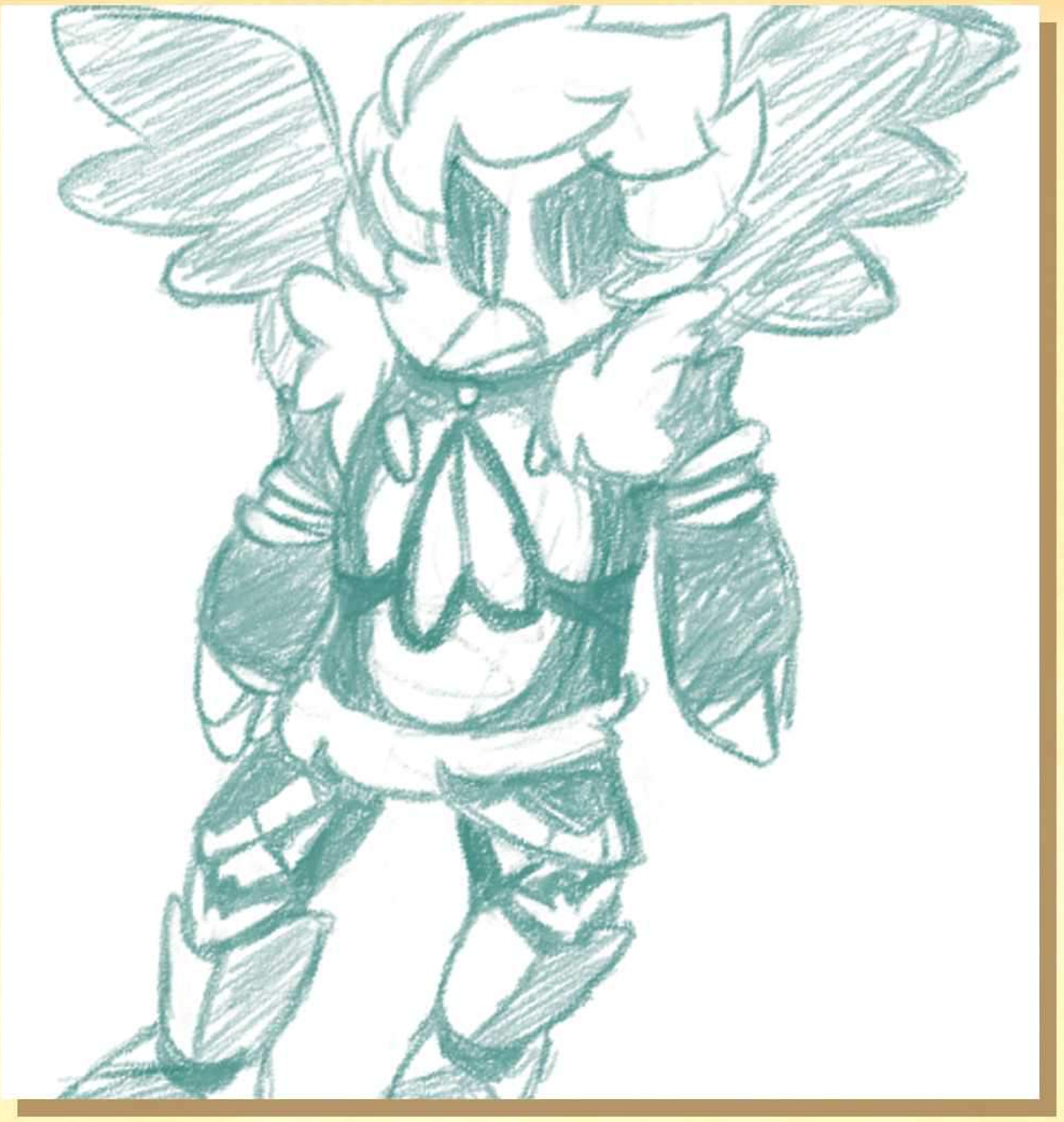
- Glitched



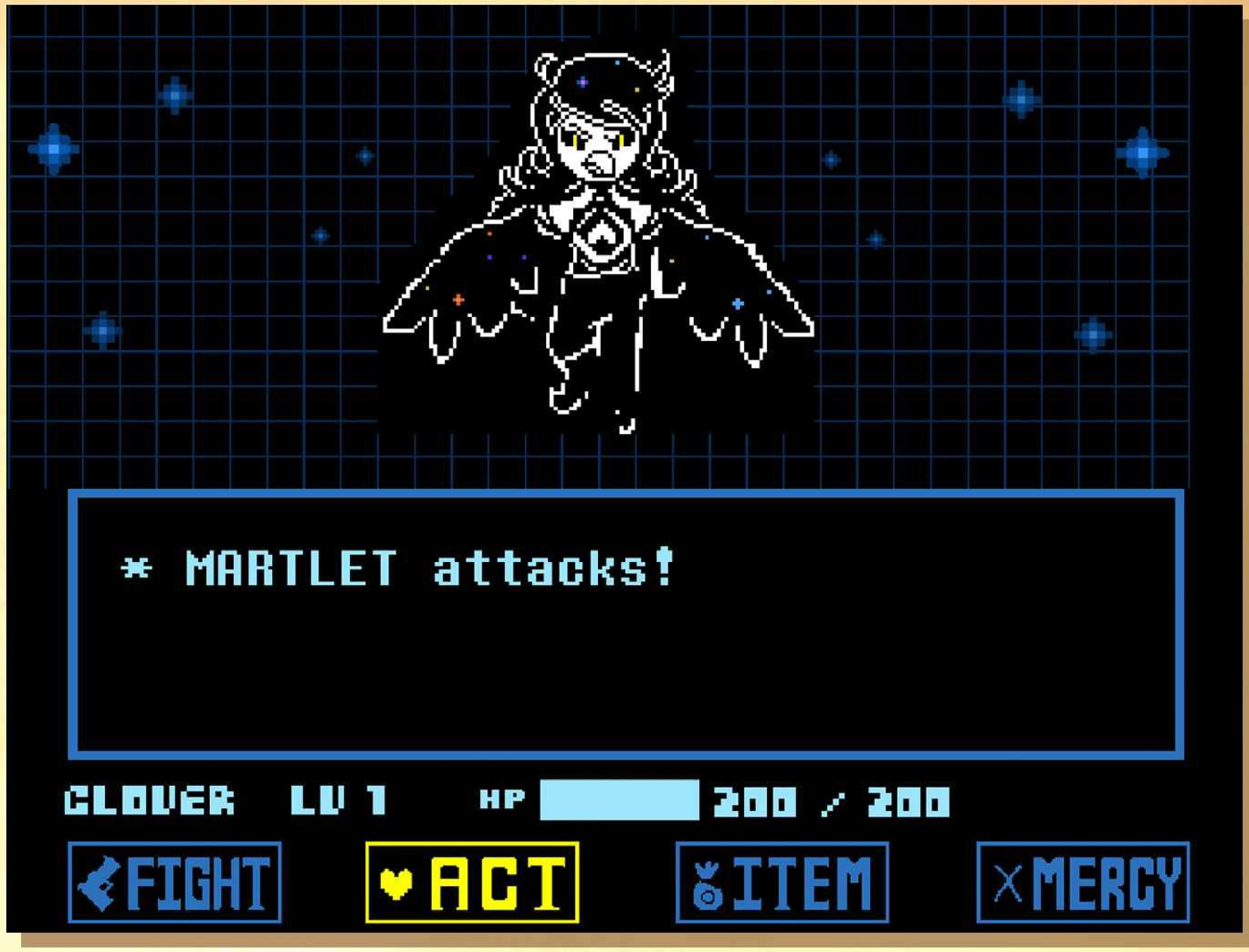


gooplet.png - 2020

GlitchedPie



final_martlet.png - 2016
InkuNoodle



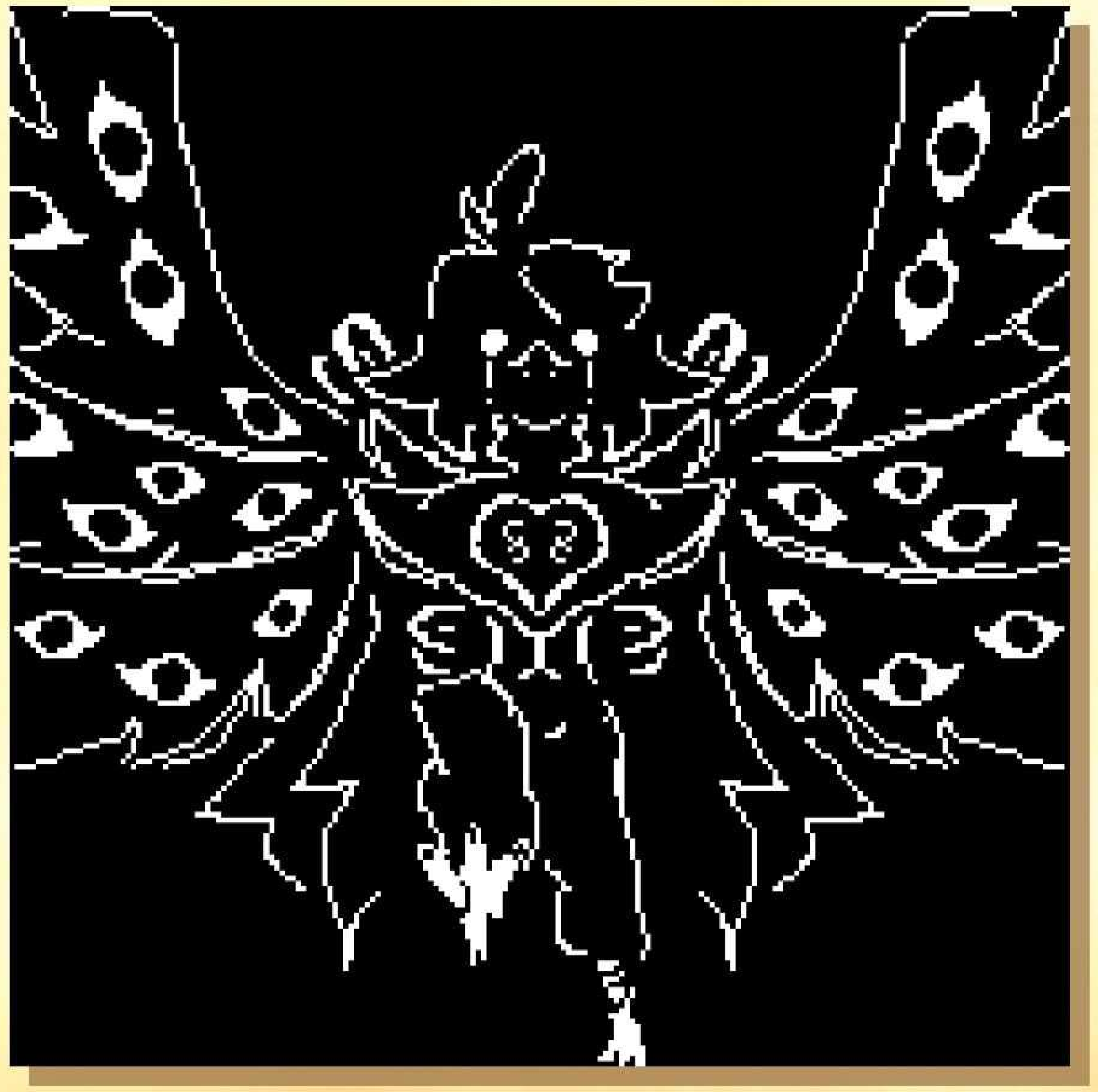
* MARTLET attacks!

martlet_geno_mockup.png - 2020
GlitchedPie

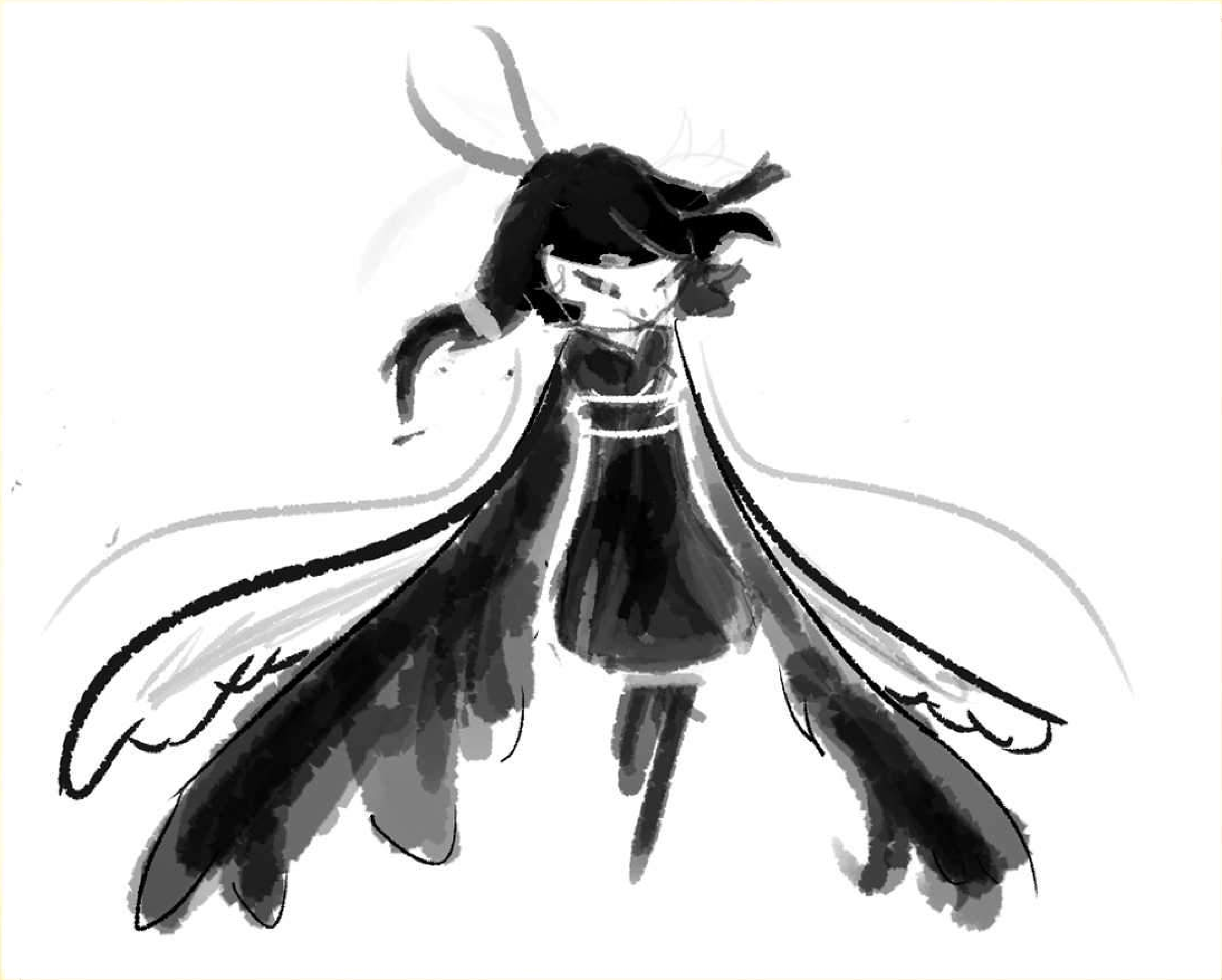
“Final Martlet” went through many designs before we settled on one, but it was always clear what feeling we wanted to come across. Like, what if Martlet reached her fullest potential? If she embraced the Guard and took things seriously - what would that look like?

Pepper in some space motifs and push things slightly over the top... voila!

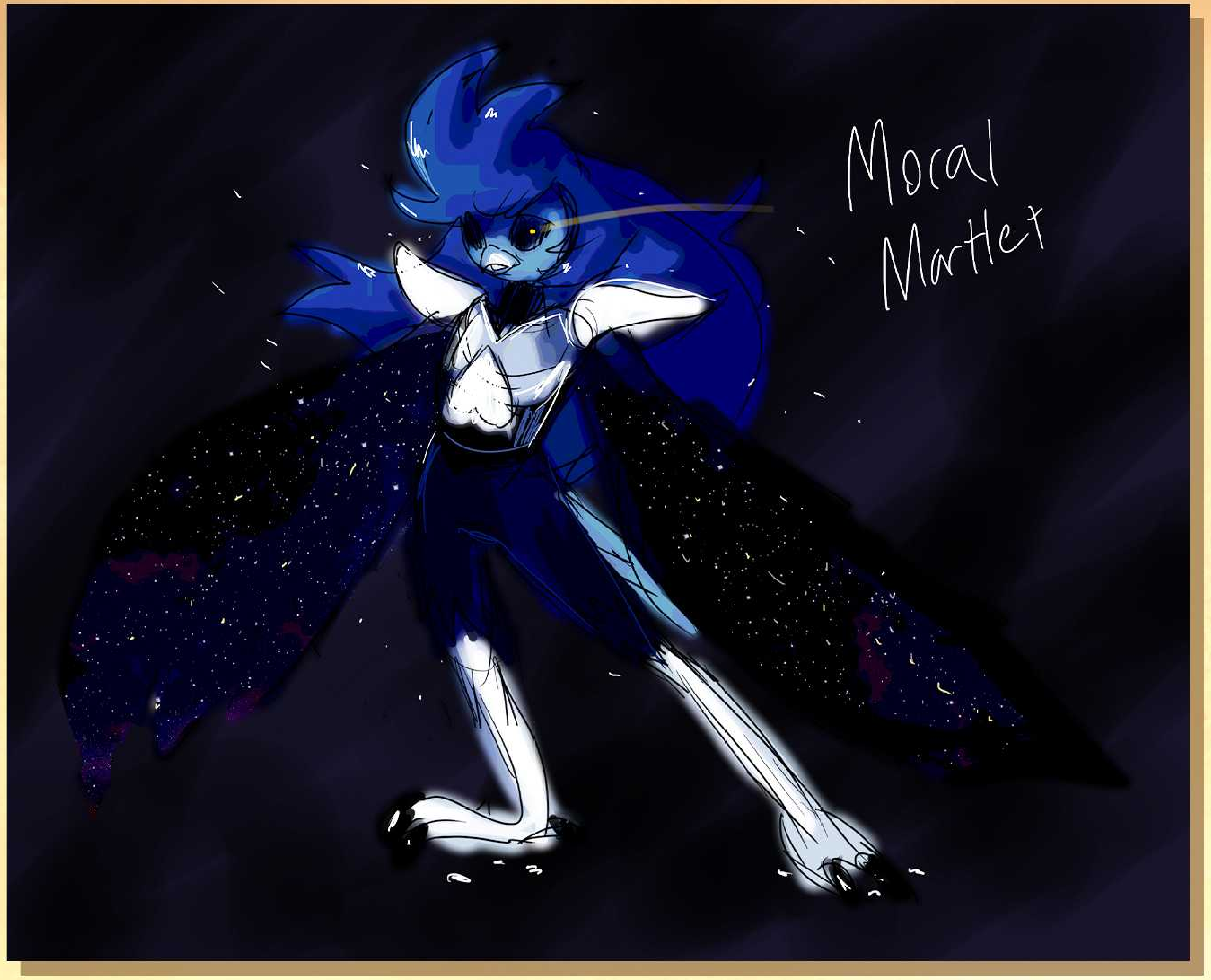
- Sword



scary geno mart.png - 2022
Deadkat



ultra_mart.png - 2022
GlitchedPie



moral martlet.png - 2022
AeroArtwork
Among the team, this version of Martlet was dubbed “Moral Martlet” or “Martlet the Moral.”

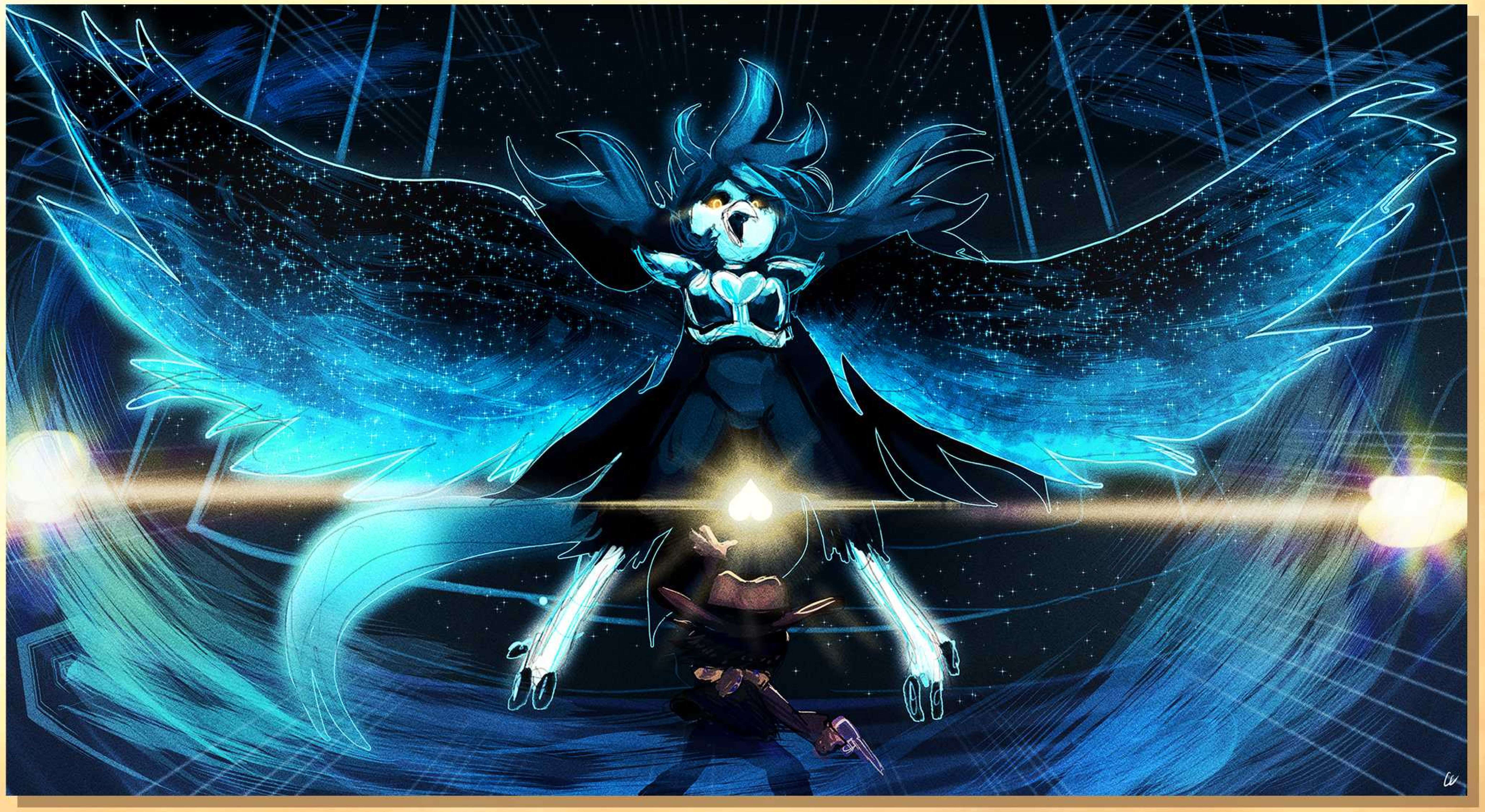
Before this information could get out, the community took a word I had to Google when writing her text boxes and ran with it.

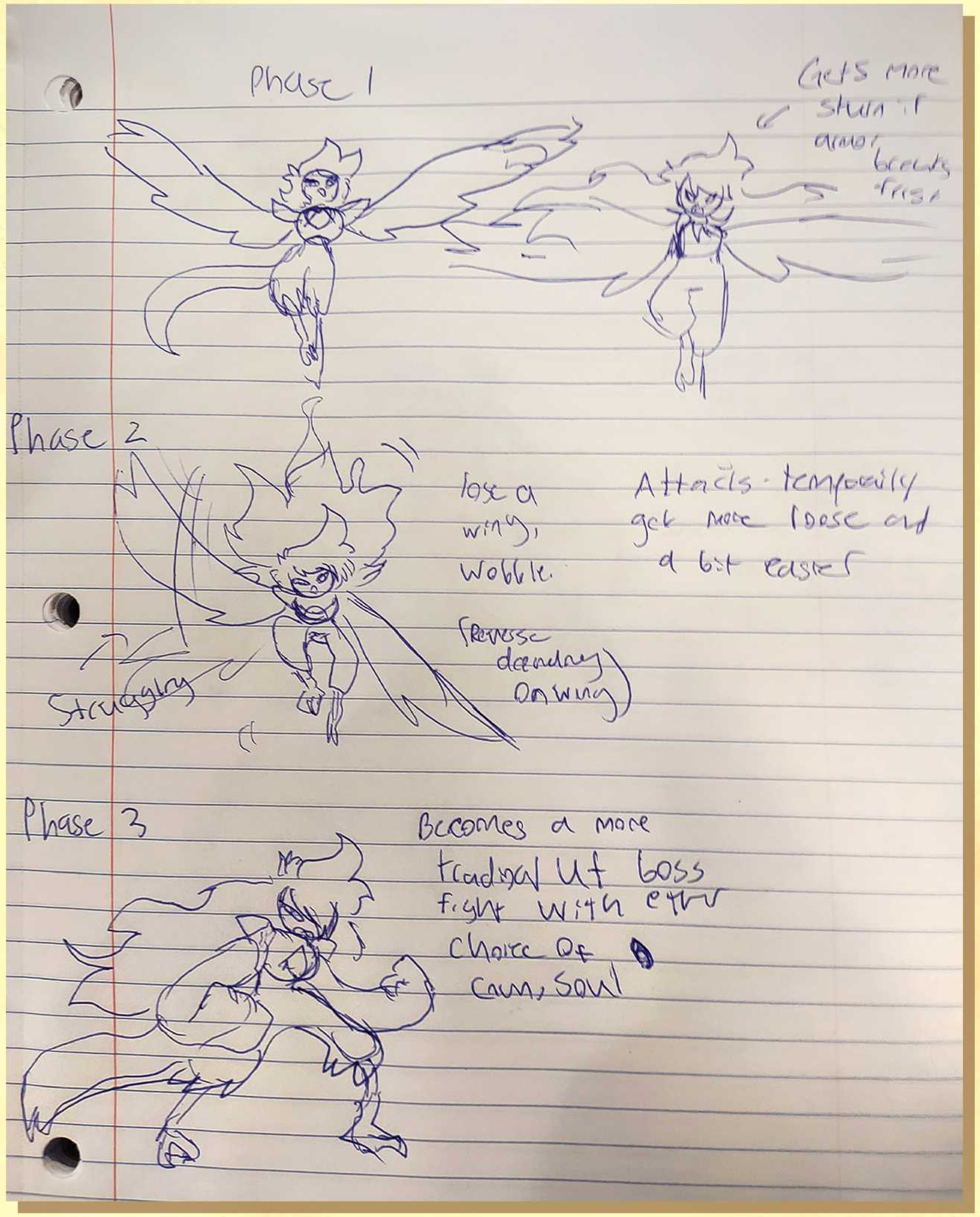
Can’t complain. “Zenith Martlet” sounds cool.

- Sword

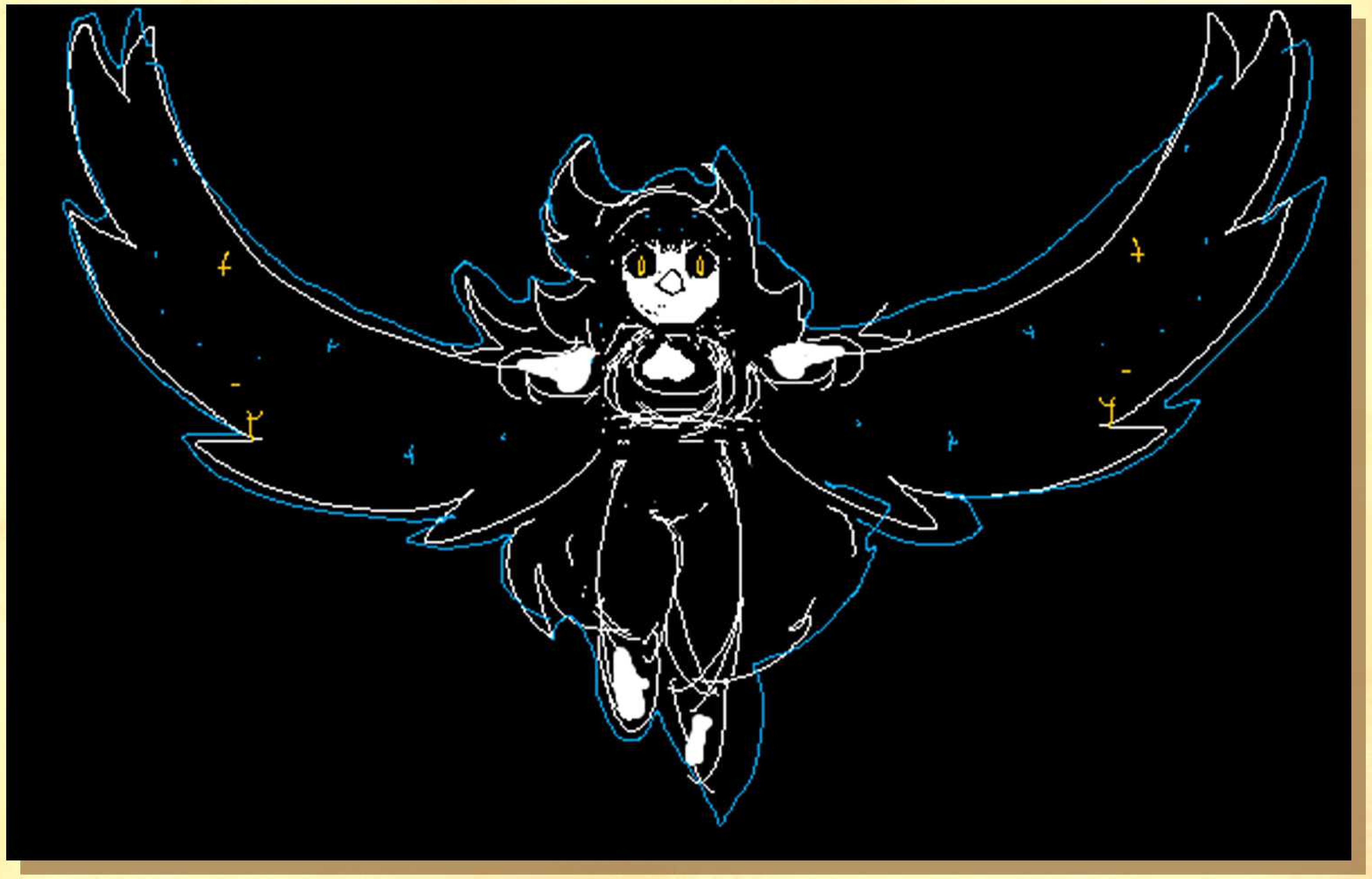
The Remedy.png - 2022
AeroArtwork
An AeroArtwork calling card is my love for bird characters, especially badass ones. When I saw the original plans for this zenith of a fight, I loved it, but I wanted to make it an even greater spectacle. My second week on UTY, I made a rough animation of the transformation, her new design that filled the entire screen, and fight opening and it blew everyone away. Although I did it without permission cause I got so caught up in the hype... So Sword gave me a slap on the wrist but let it slide cause it was cool. Remember to consult your team first, kids!

- Aero

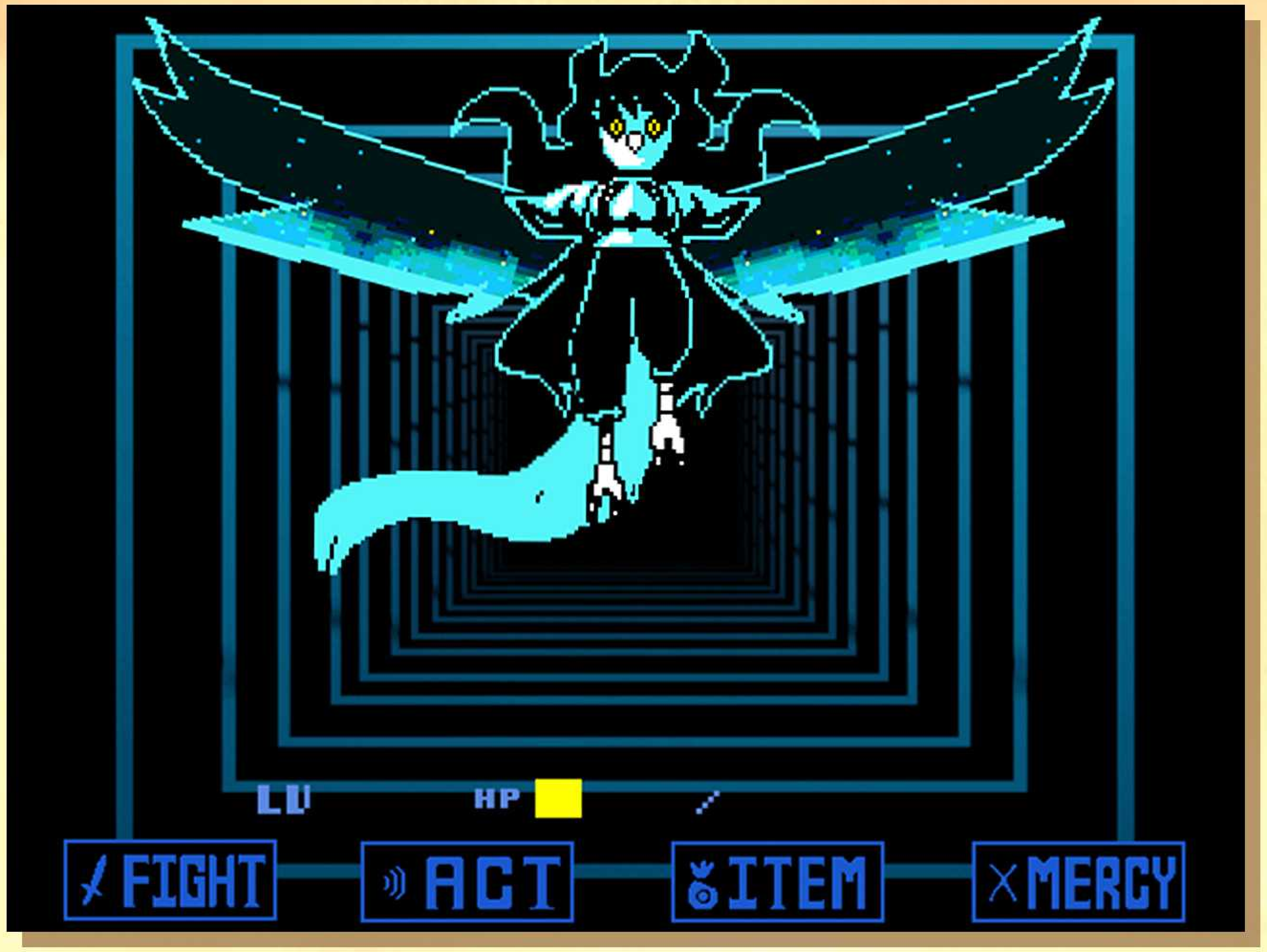



Phase 1
Gets more stun if armor breaks first
Phase 2
lose a wing, wobble.
(Reverse dependency on wing)
Attacks temporarily get more loose and a bit easier
Struggling
Phase 3
Becomes a more traditional UT boss fight with either choice of cam, soul

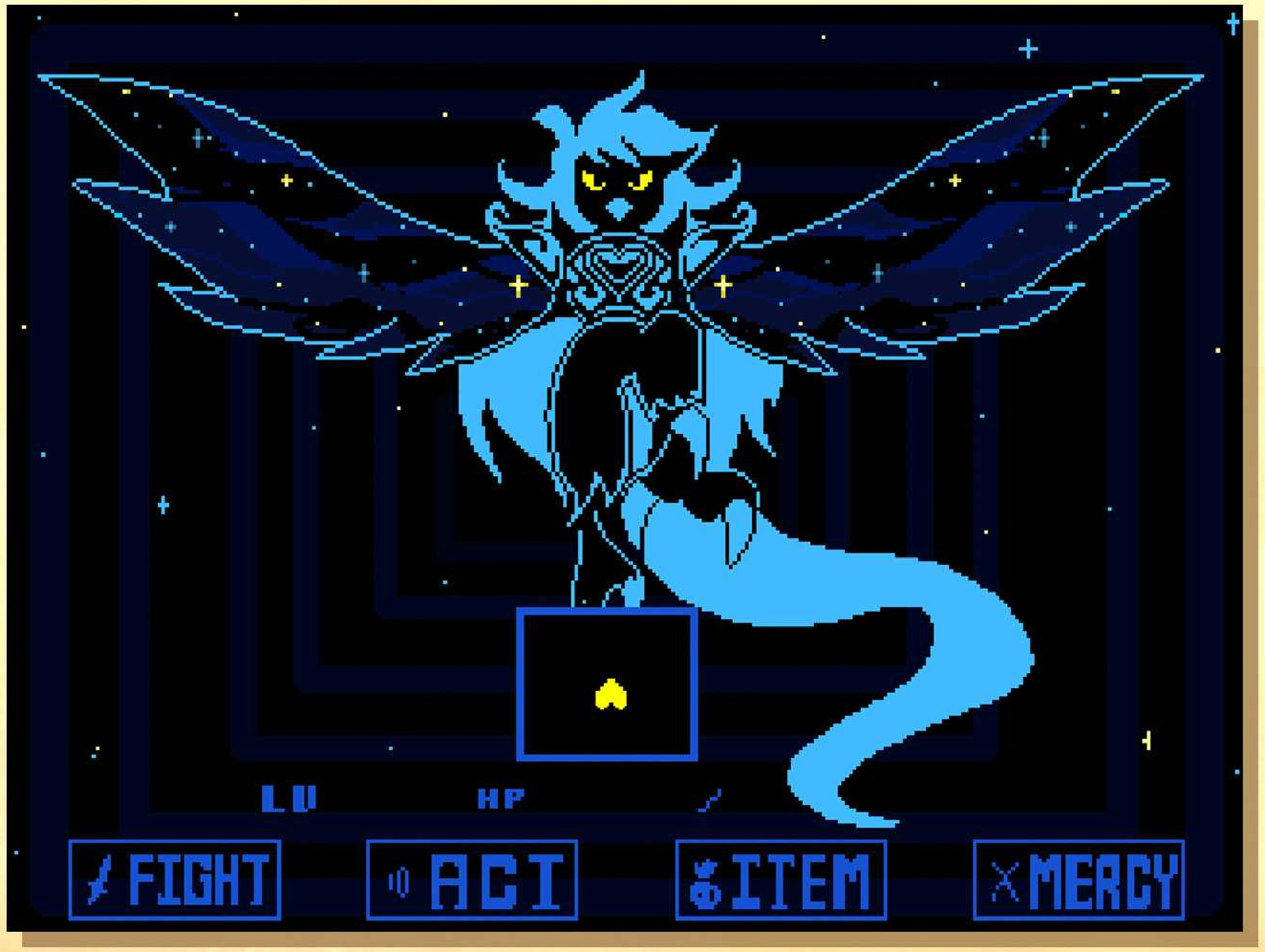
martlet_phases.jpg - 2022
AeroArtwork



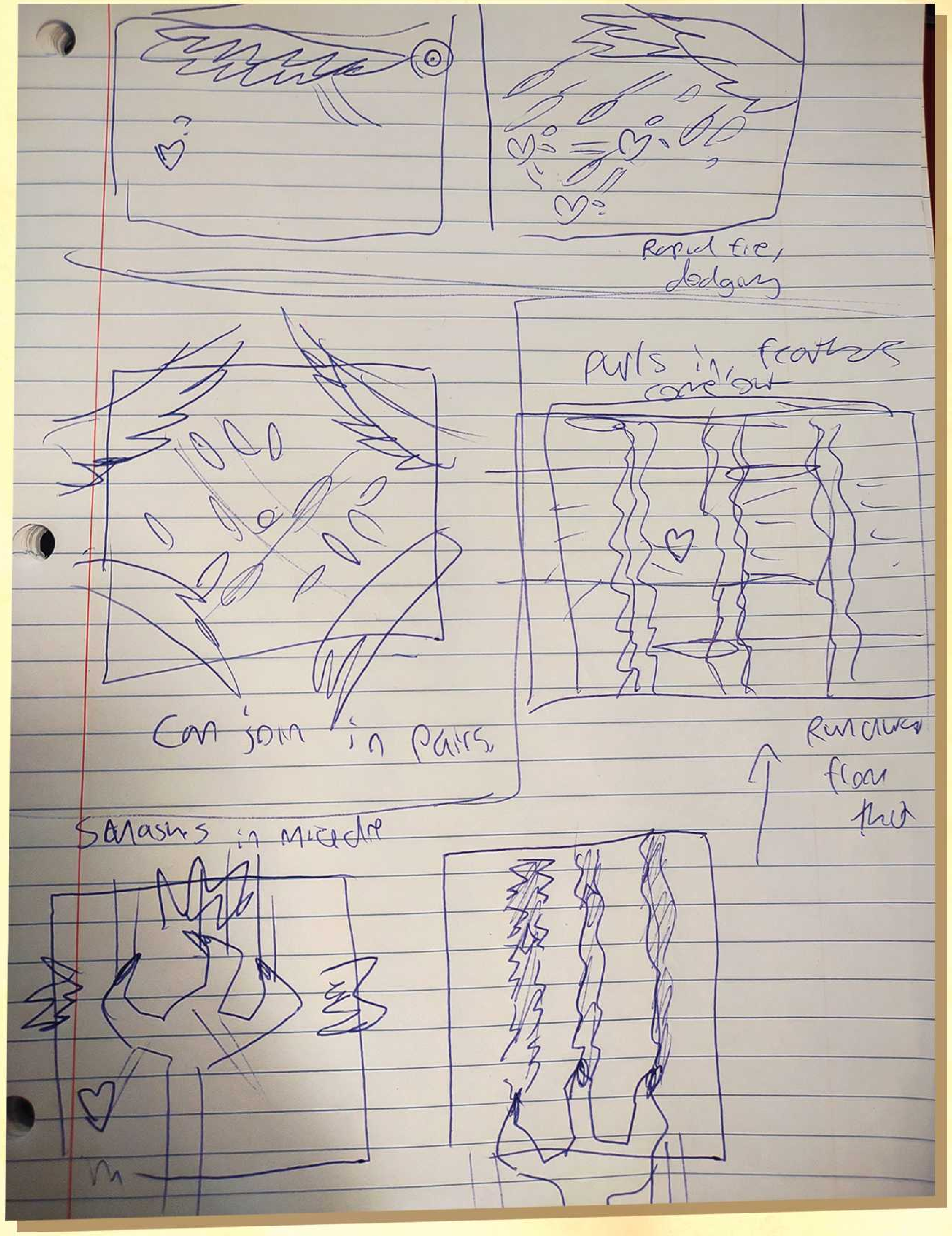
deathlet.png - 2022
AeroArtwork


LV
HP
FIGHT
ACT
ITEM
MERCY

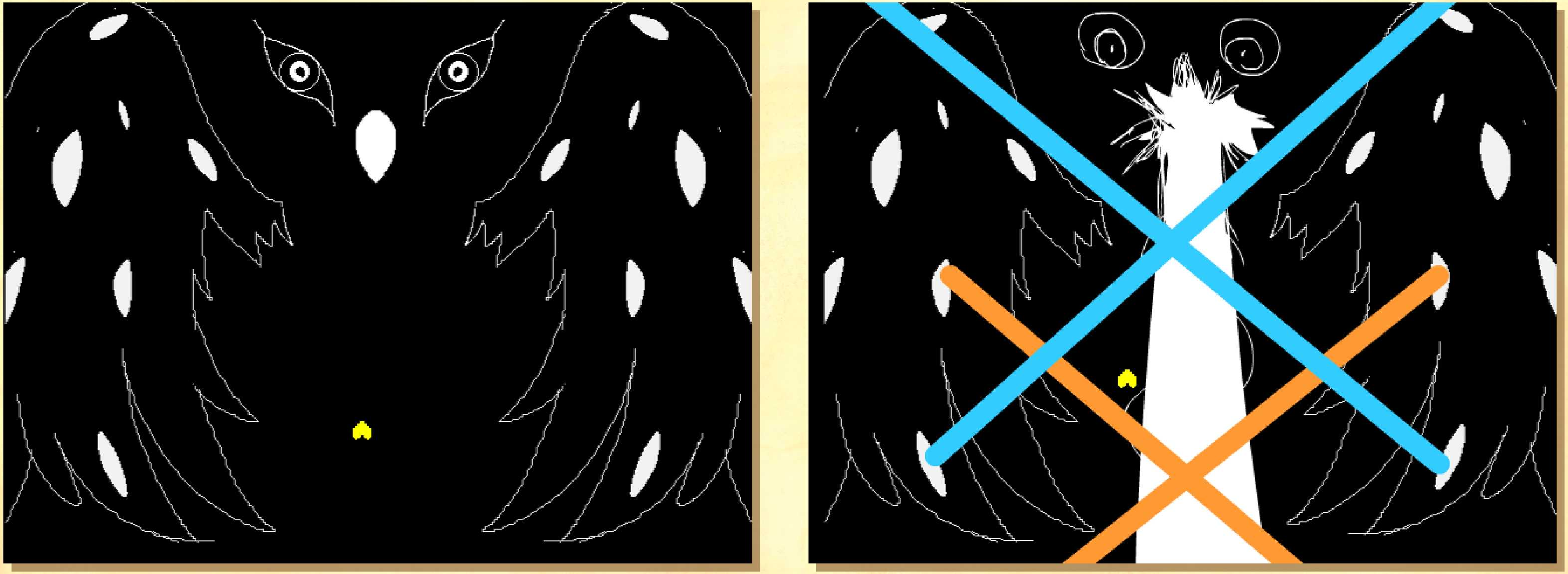
mart_mockup.mp4 - 2022
AeroArtwork


LV
HP
FIGHT
ACT
ITEM
MERCY

moral_fight_mockup.png - 2022
AeroArtwork


Rapid fire,
dodging
Pulls in feathers
come out
Can join in pairs
Run away
from
that
Smashes in Middle

geno mort 2.jpg - 2022
AeroArtwork



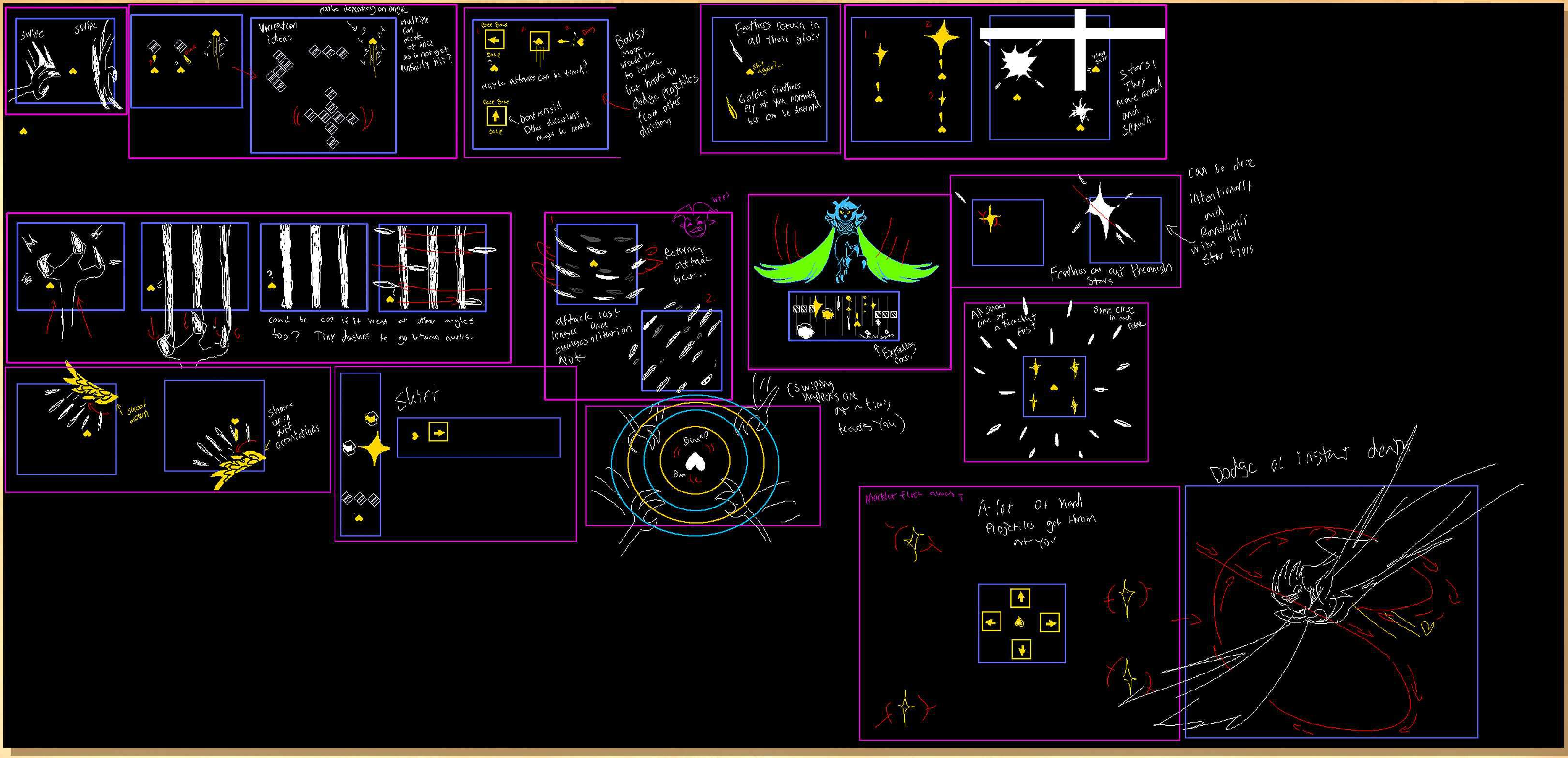
big-attack-rough.gif - 2022

AeroArtwork

Originally, I had plans for the final bosses to have over the top attacks that were similar to the secret boss attacks from Deltarune.

This attack is super cool and trippy, but didn’t really fit Martlet’s movepool too much so it went scrapped.

- Aero

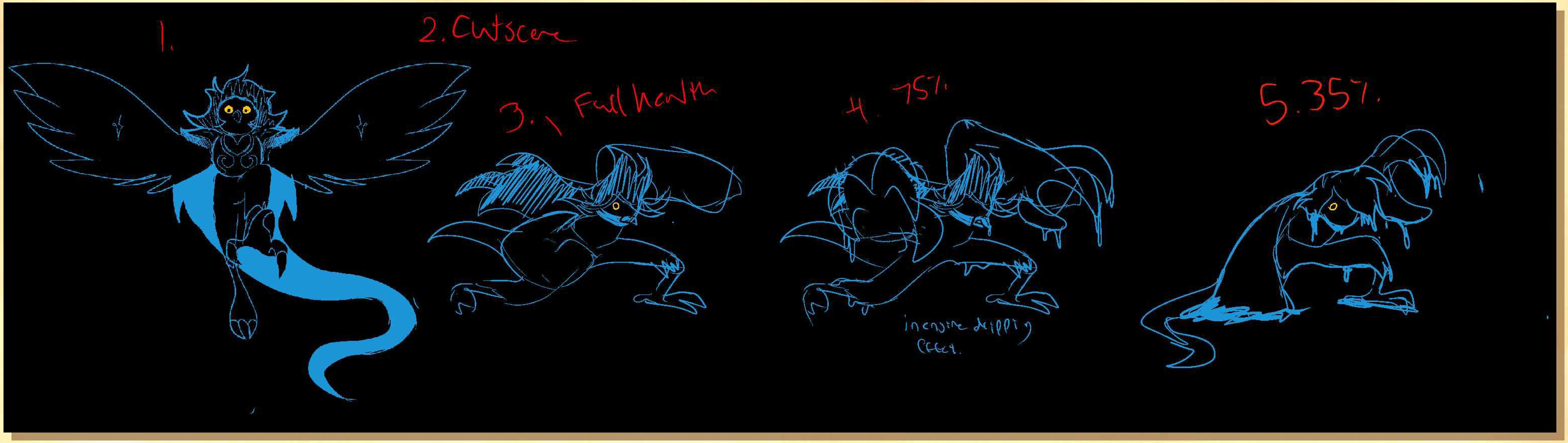

swipe
swipe
maybe depending on angle
Ding
Varriation ideas
multiple can break at once as to not get unfairly hit?
1.
Beep Beep
Beep
2.
3.
Ding
maybe attacks can be timed?
Beep Beep
Beep
Dont miss it! Other directions might be needed
Ballsy move would be to ignore but harder to dodge projectiles from other direction
Feathers return in all their glory
Shit again?...
Golden feathers fly at you normally but can be destroyd
1
2
3
Stars! They move around and spawn.
can be done intentionally and randomly with all star types
Feathers can cut through stars
could be cool if it went at other angles too? Tiny dashes to go between marks.
1.
Returning attack but...
2.
attack last longer and changes oritentation
NOT
Exploding cross
All shoot one at a time but fast
Some close in and rotate
shoot down
shoot up in diff orientations
Shift
(swiping happens one at a time tracks you)
Dodge or instant death
Martlet flies away
A lot of hard projectiles get thrown at you

martlet attacks.png - 2022
AeroArtwork

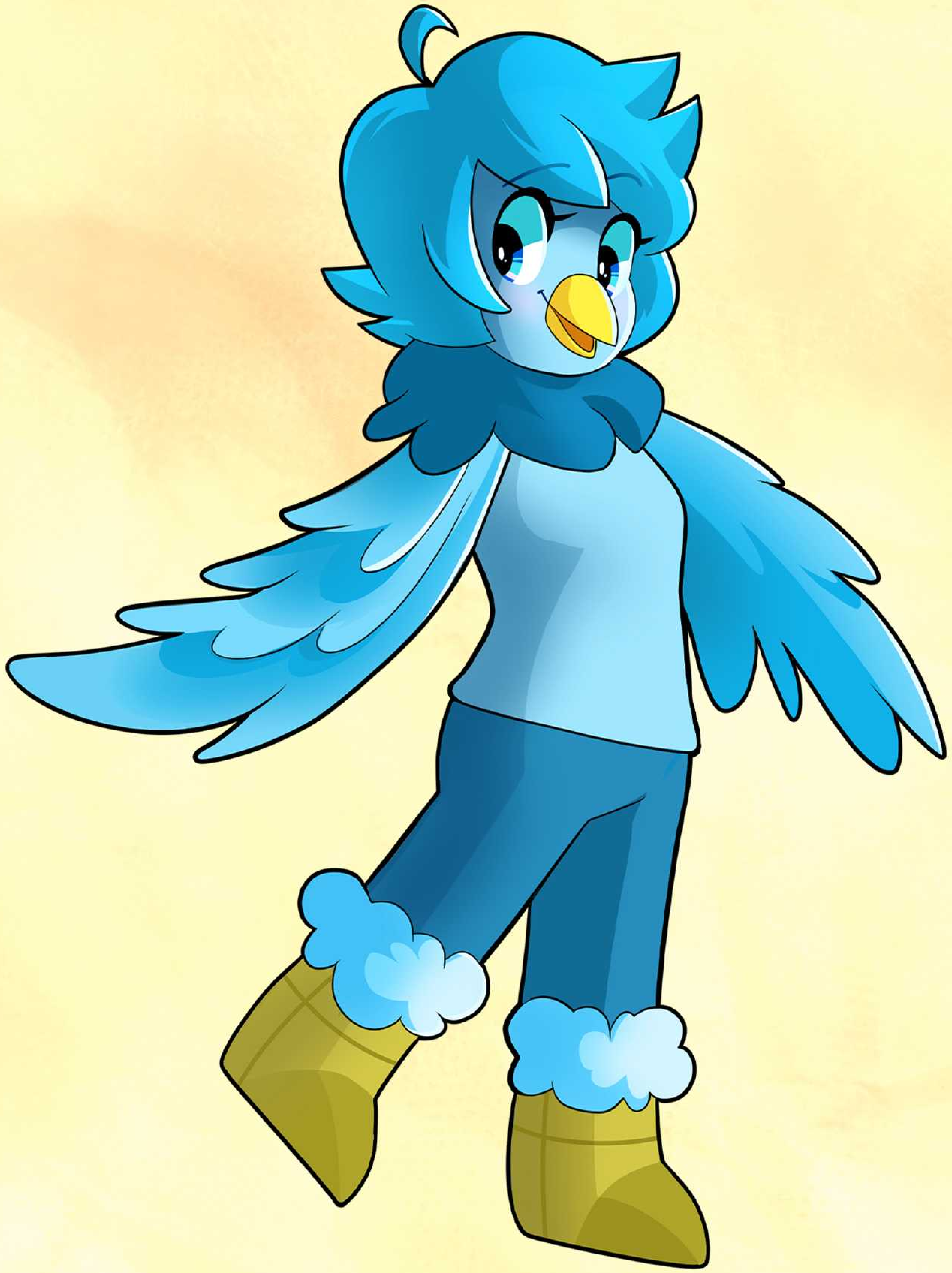
While making this boss fight, I was playing through Elden Ring. Specifically, I was stuck on Malenia.

This fight was somewhat influenced by this, featuring many tight dodge windows and attack patterns you need to learn. For example the claws having different delays before they swipe at you was a direct inspiration from Elden Ring.

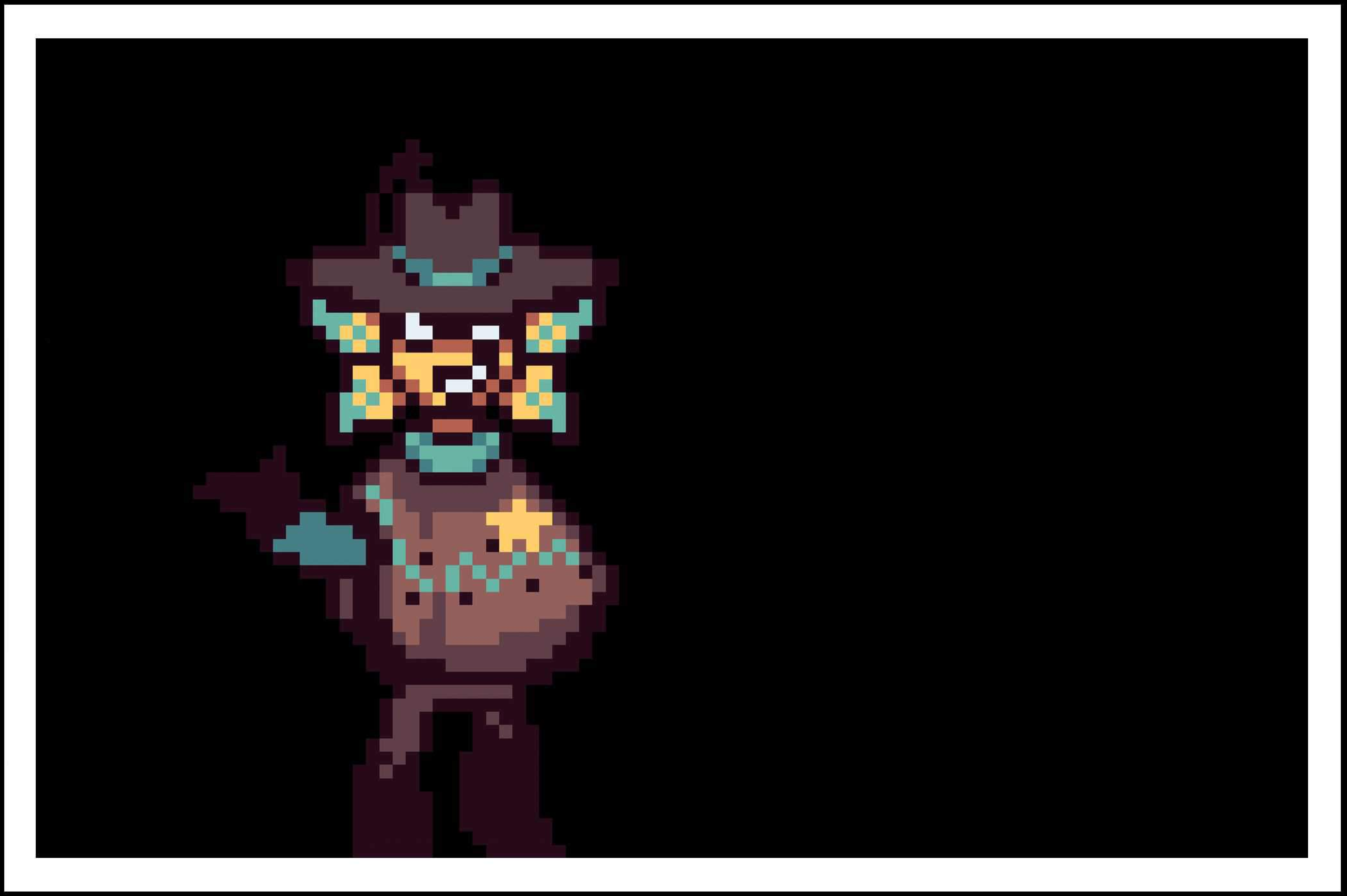
...The fight that made it into the game is a heavily nerfed version of the original.
- Spasco


1.
2. Cutscene
3. , Full health
4. 75%
5. 35%
increase dripping effect.

meltlet.png - 2022
AeroArtwork

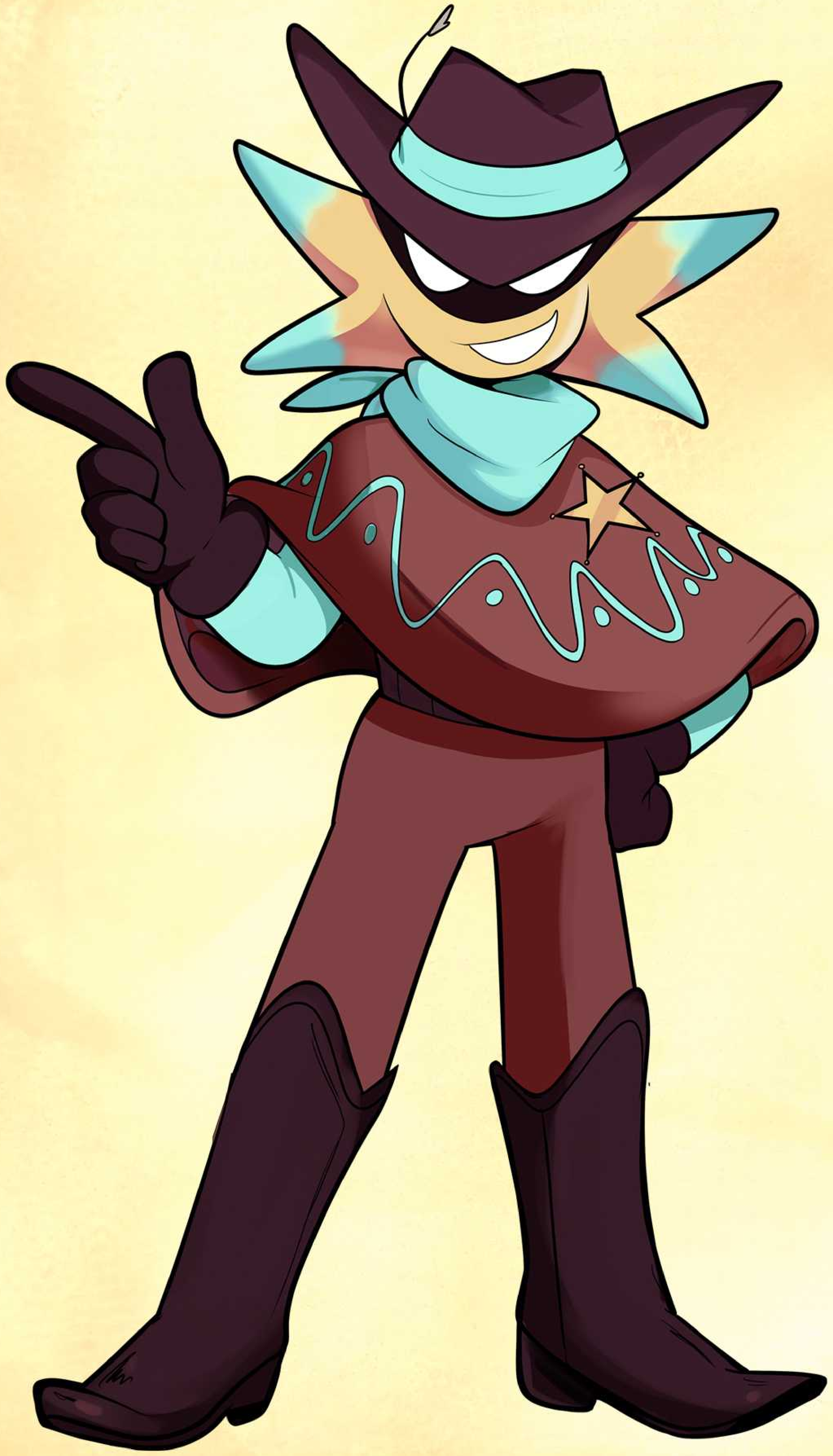


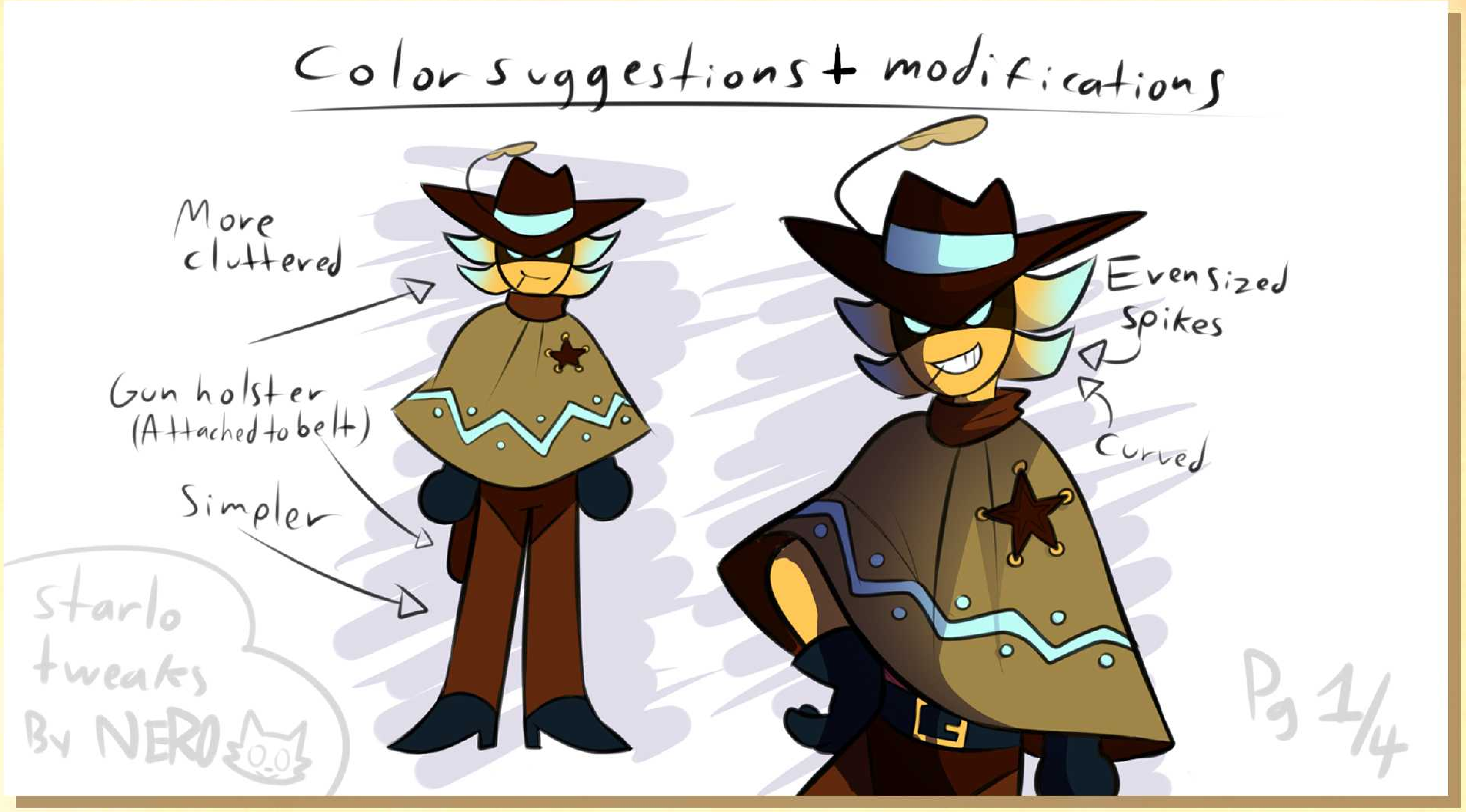
Martlet_render.png - 2016 & 2023
Emmalume, AeroArtwork



STARLO

starlo_render.png - 2023
AeroArtwork

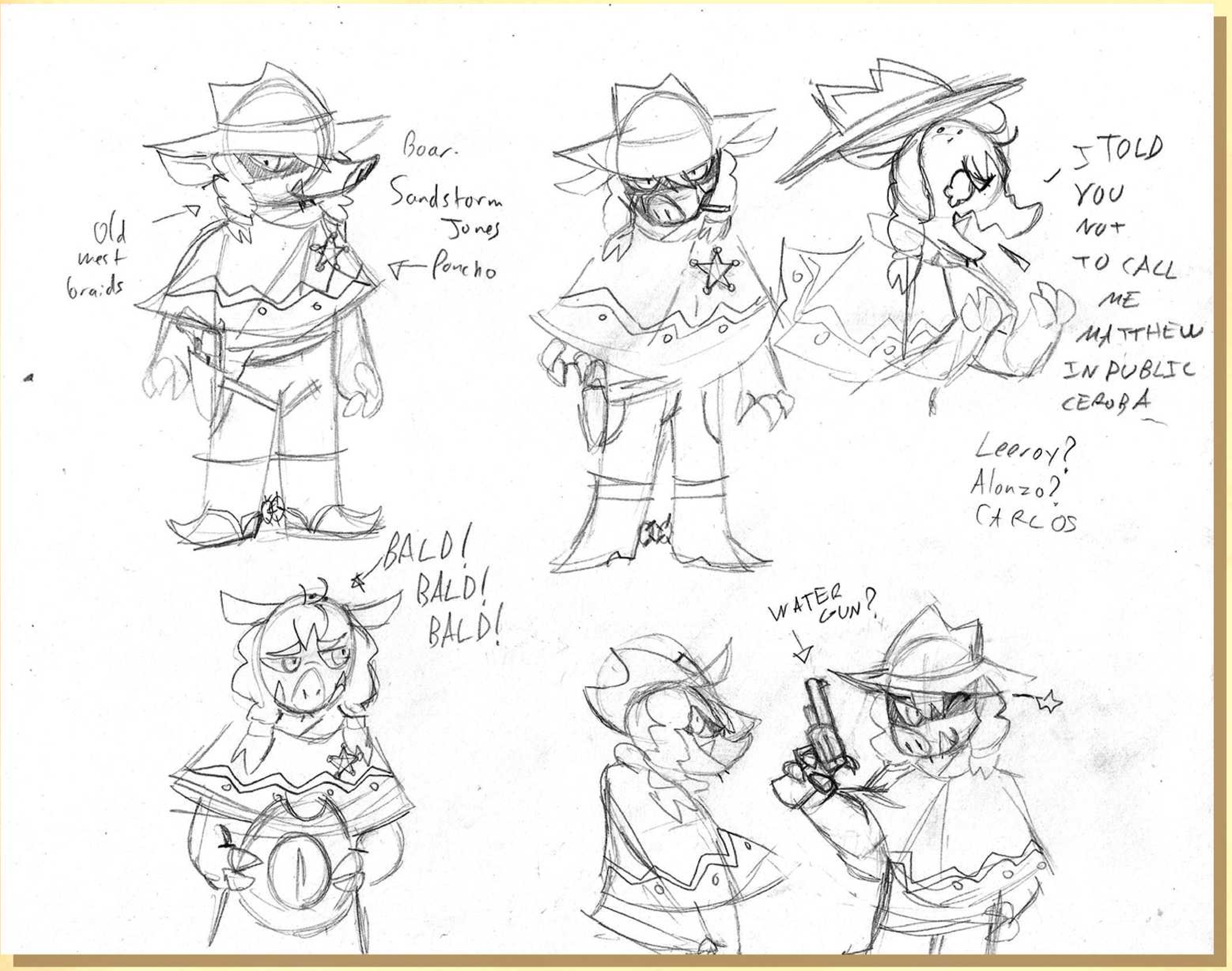



Color suggestions + modifications
More cluttered
Gun holster (Attached to belt)
Simpler
Evensized Spikes
Curved
Starlo tweaks By NERO
Pg 1/4

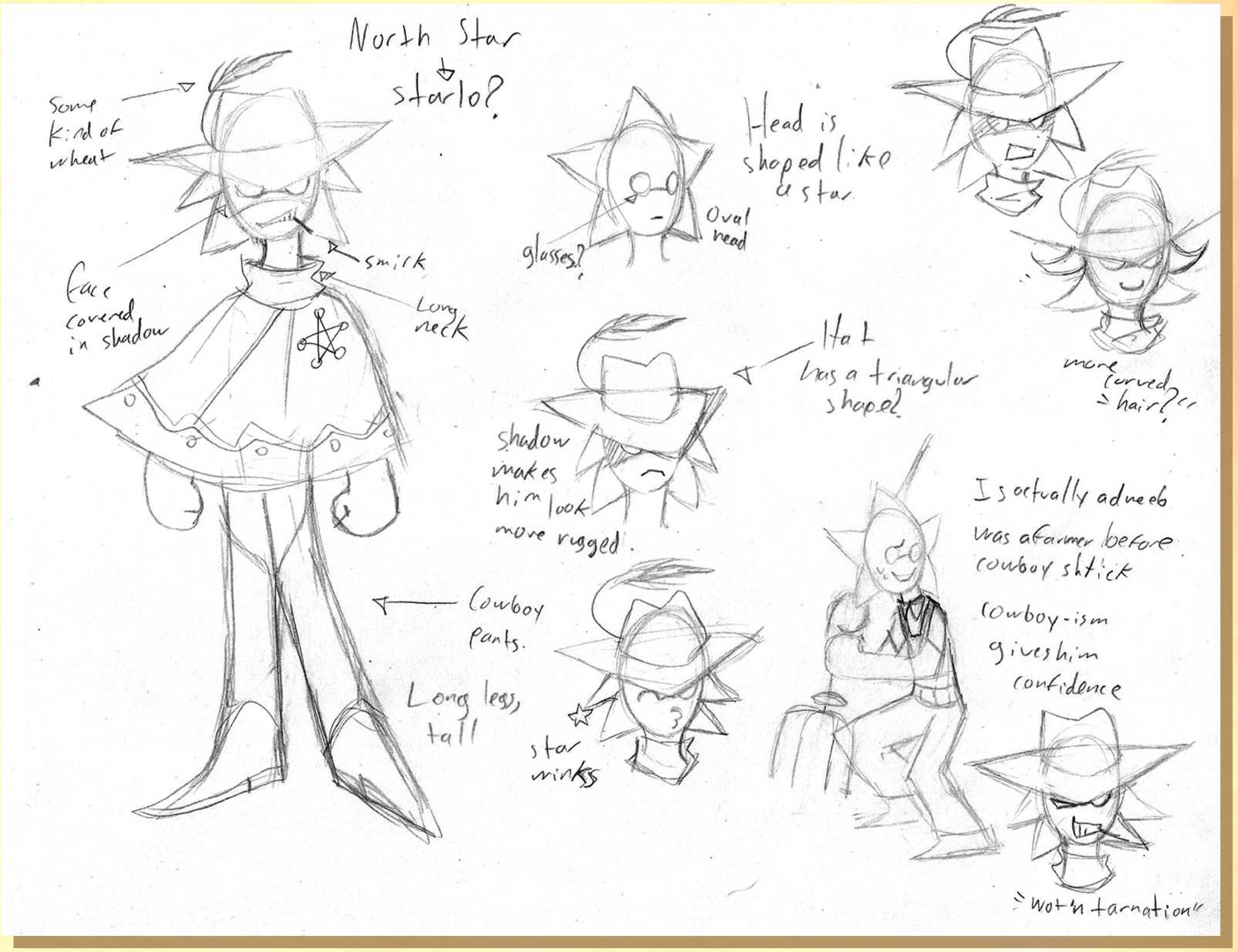
starlo_tweaks_pg_1.png - 2017
NeroSensei
Although I came up with Starlo's design, he truly came alive as a character by hand of everyone on the team.

He was always intended to have a tryhard-but actually insecure-vibe about him. Had to look at lots of pictures of Clint Eastwood.

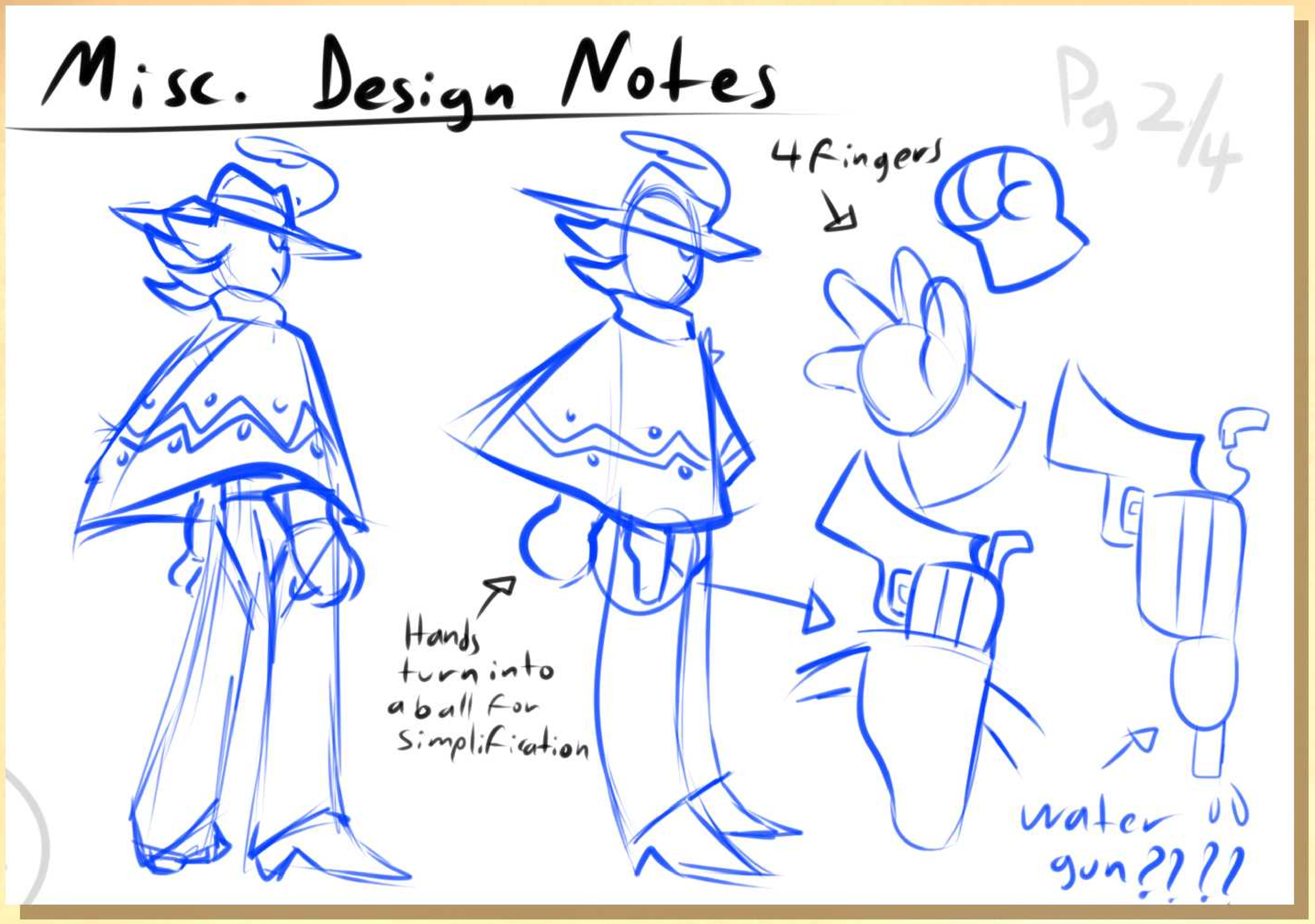
- Nero


Boar.
Sandstorm Jones
Old west braids
Poncho
I TOLD YOU NOT TO CALL ME MATTHEW IN PUBLIC CEROBA
Leeroy? Alonzo? CARLOS
BALD! BALD! BALD!
WATER GUN?

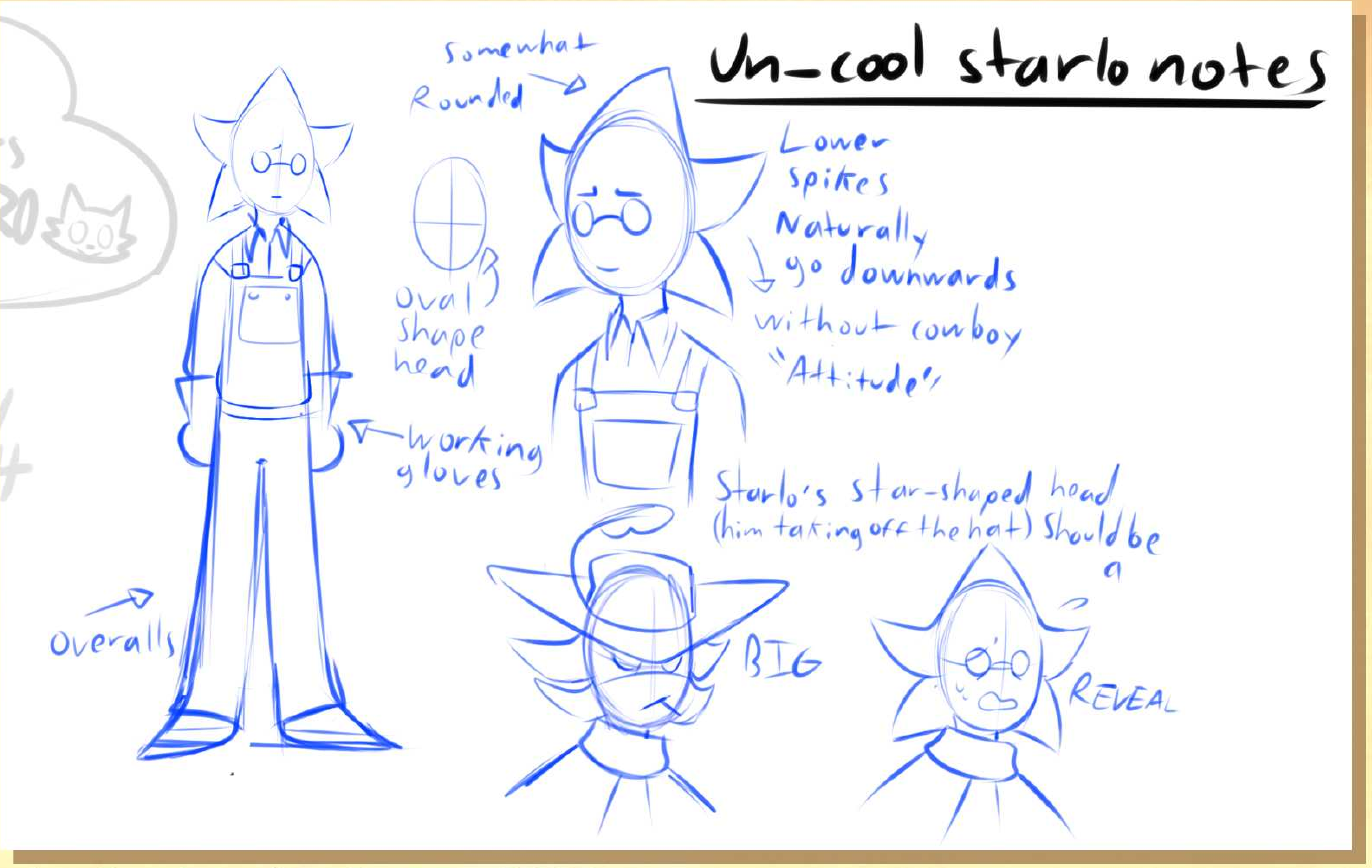
Sandstorm_jones.png - 2017
NeroSensei
Two character concepts were pitched for our "sheriff" slot. This little fella was cute, but the choice was clear when I laid eyes on... the KING.
- Sword


North Star
starlo?
Some kind of wheat
Face covered in shadow
smirk
Long neck
Head is shaped like a star
glasses?
Oval head
Hat has a triangular shape
more curved hair?
shadow makes him look more rugged.
Is actually a dweeb
was a farmer before cowboy shtick
cowboy-ism gives him confidence
Cowboy Pants.
Long legs, tall
star winks
"wot in tarnation"

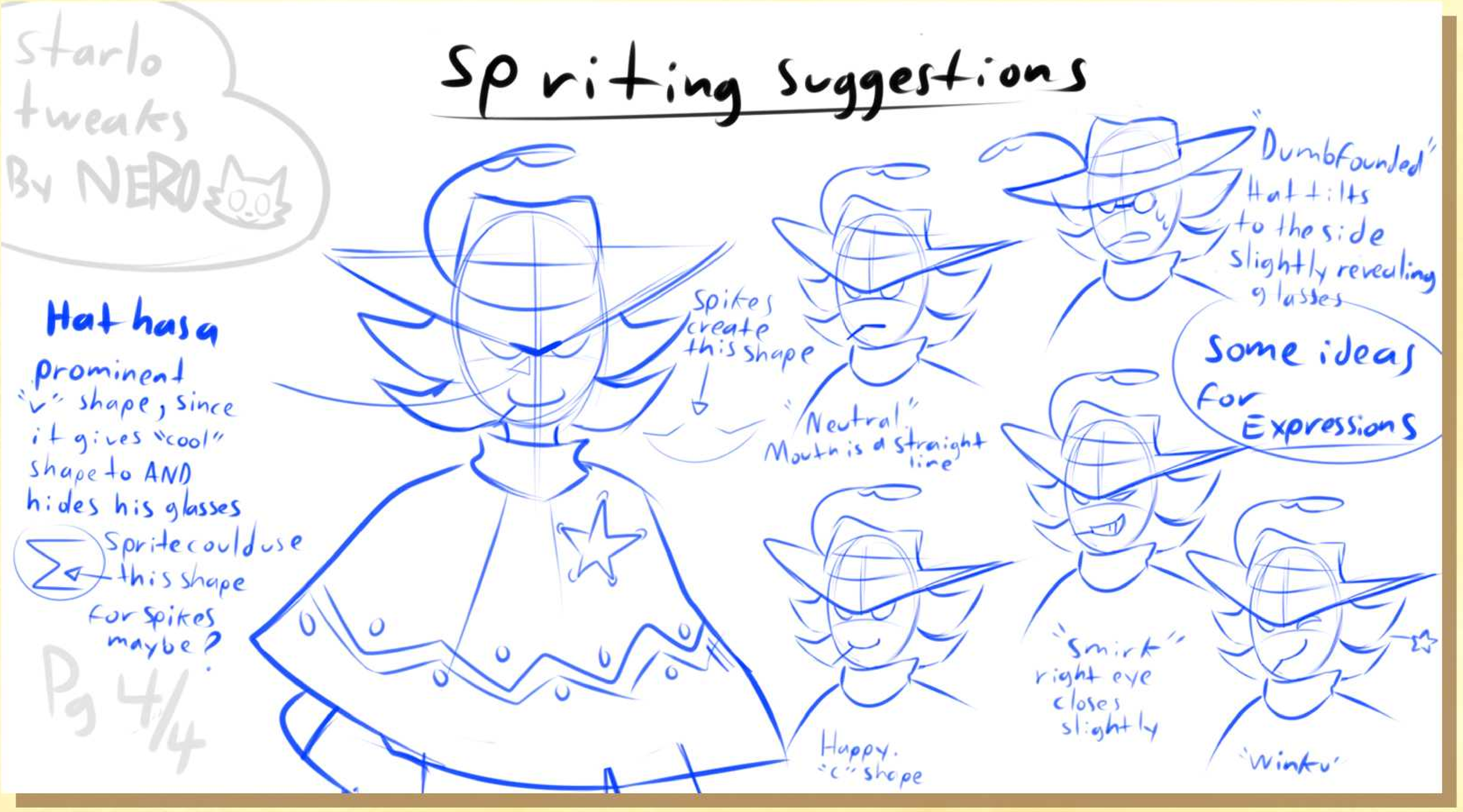
North_Star.png - 2017
NeroSensei


Misc. Design Notes
Pg 2/4
4 fingers
Hands turn into a ball for simplification
water gun????

starlo_tweaks_2.png - 2017
NeroSensei

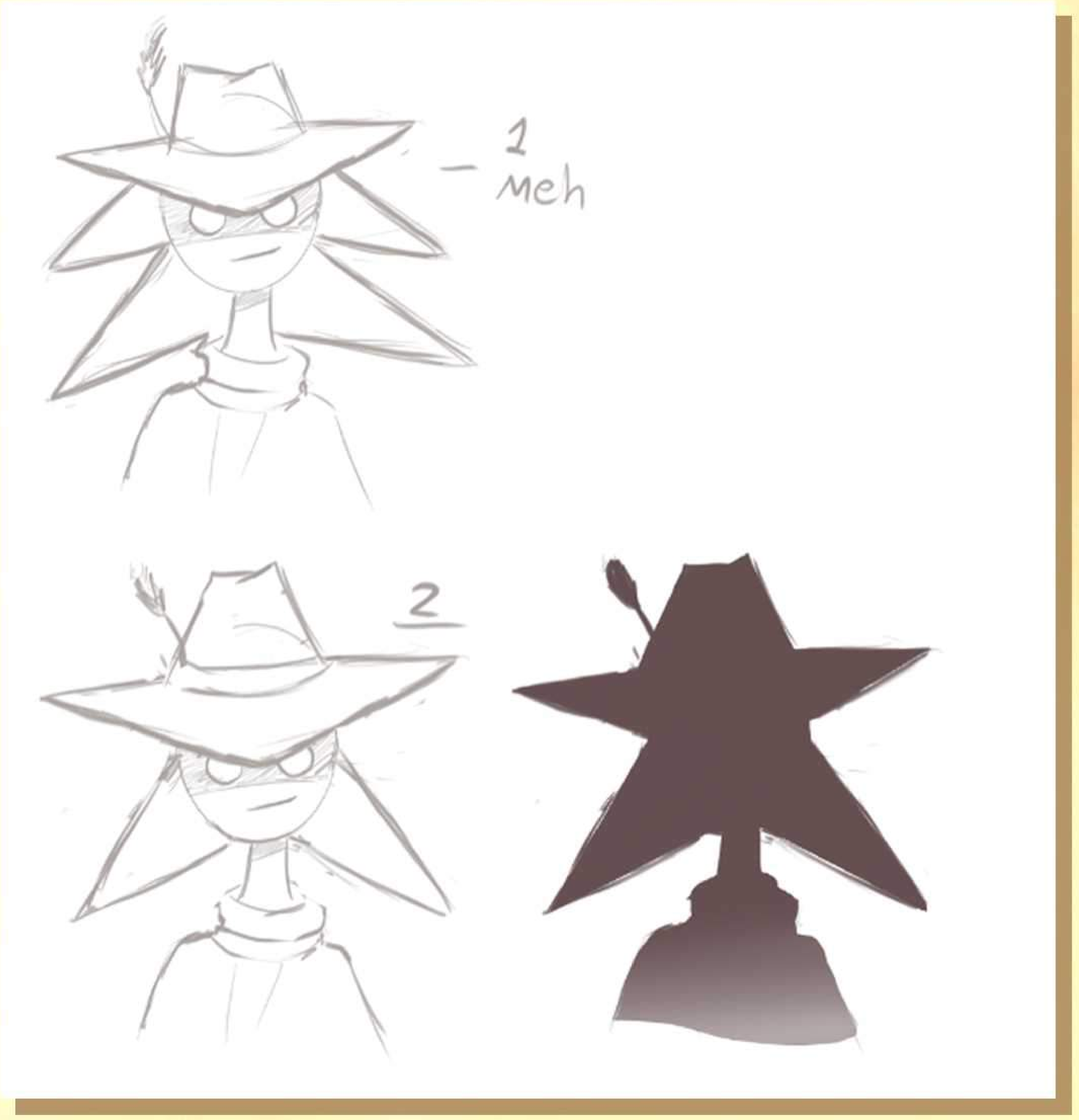

Un-cool starlo notes
Somewhat Rounded
Oval shape head
Lower spikes Naturally go downwards without cowboy "Attitude"
working gloves
Overalls
Starlo's star-shaped head (him taking off the hat) Should be a
BIG
REVEAL

starlo_tweaks_3.png - 2017
NeroSensei

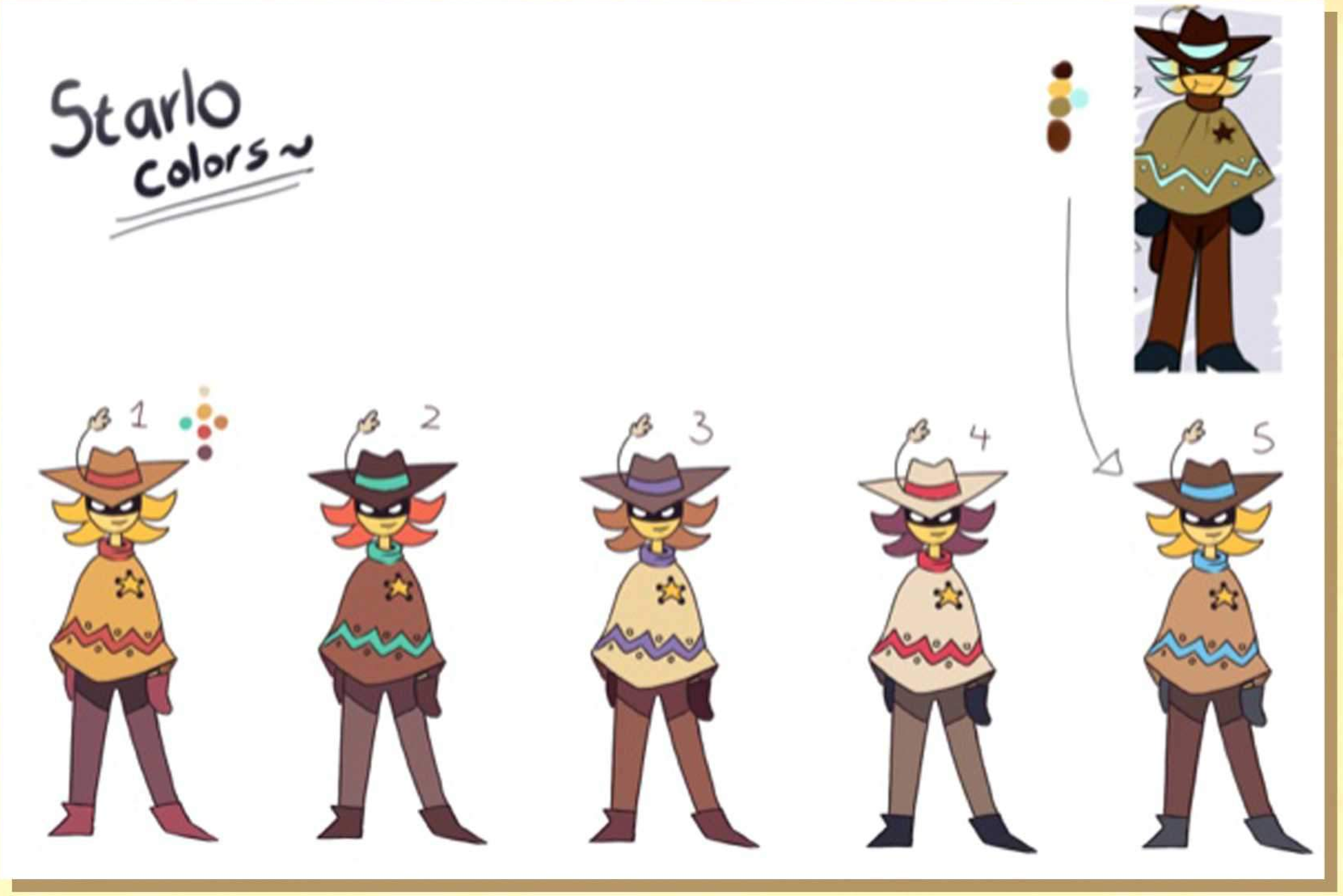

Starlo tweaks By NERO
Spriting suggestions
Hat has a prominent "v" shape, since it gives "cool" shape to AND hides his glasses
Sprite could use this shape for spikes maybe?
Pg 4/4
Spikes create this shape
"Neutral" Mouth is a straight line
"Dumbfounded" Hat tilts to the side slightly revealing glasses
Some ideas for Expressions
Happy. "c" shape
"Smirk" right eye closes slightly
"Wink"

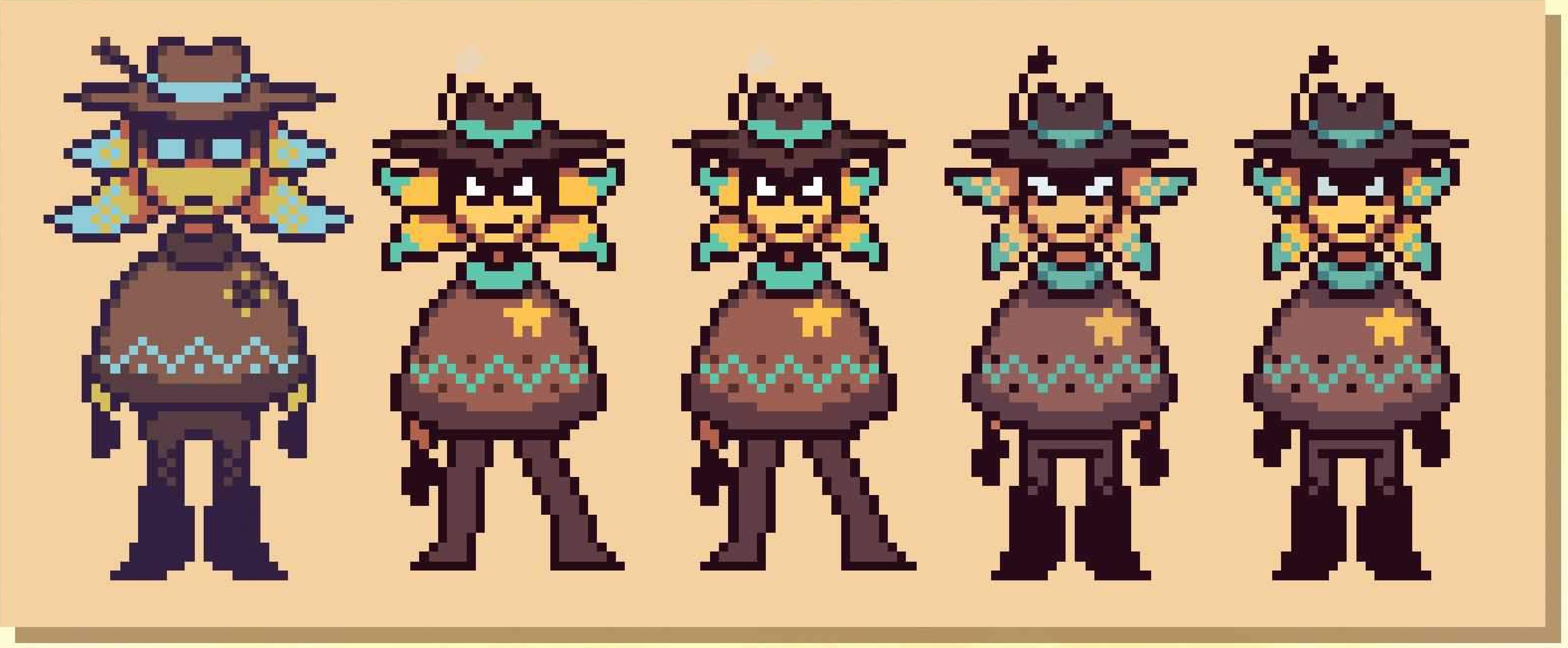
starlo_tweaks_4.png - 2017
NeroSensei

head_options.png - 2017
Gaziter



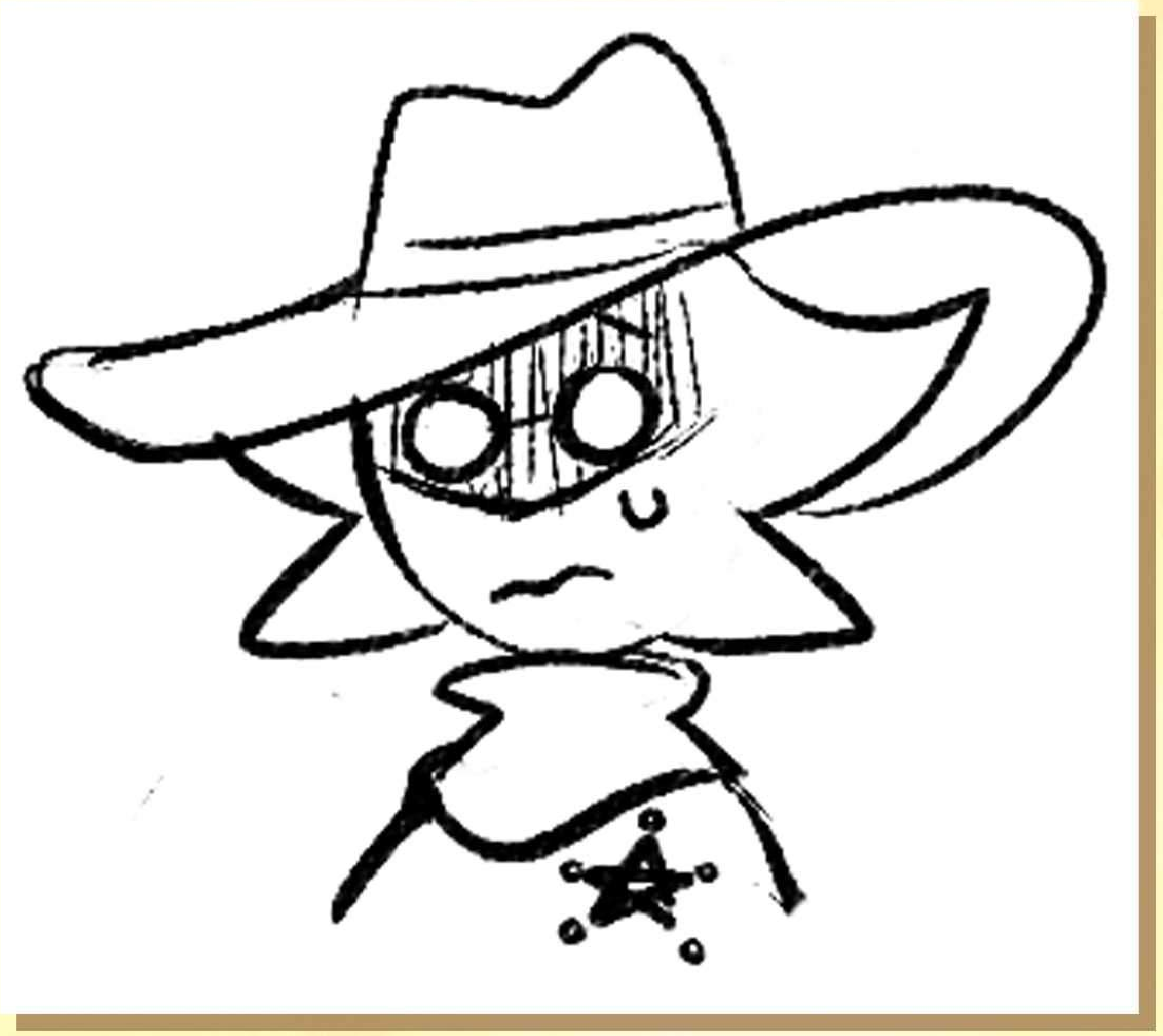
starlo_colors.png - 2018
Gaziter


Starlo
colors~
1
2
3
4
5

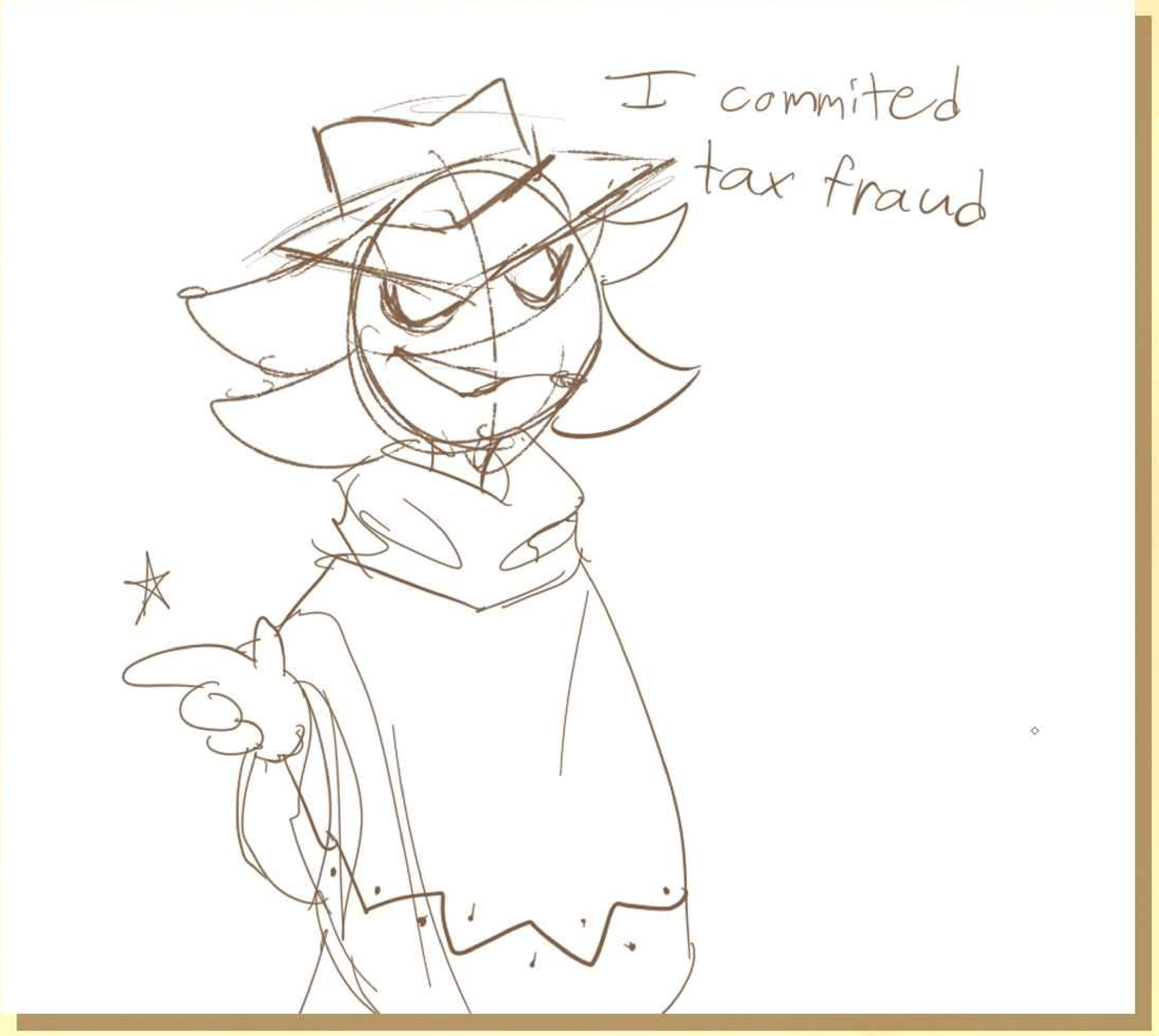


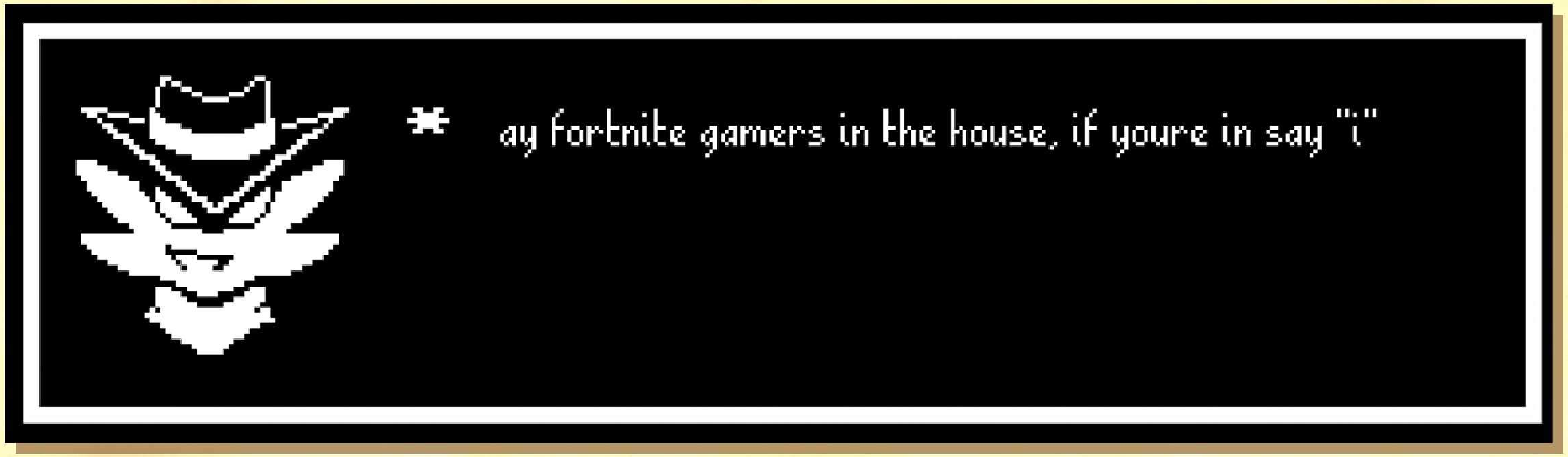
starlo sprites.png - 2018
Vegard Jensen, Bloquito, AWildDaydreamer

starlo_face png - 2018
TeleviQ



starlo pose 1.png - 2019
AWildDayDreamer





* ay fortnite gamers in the house, if youre in say "i"

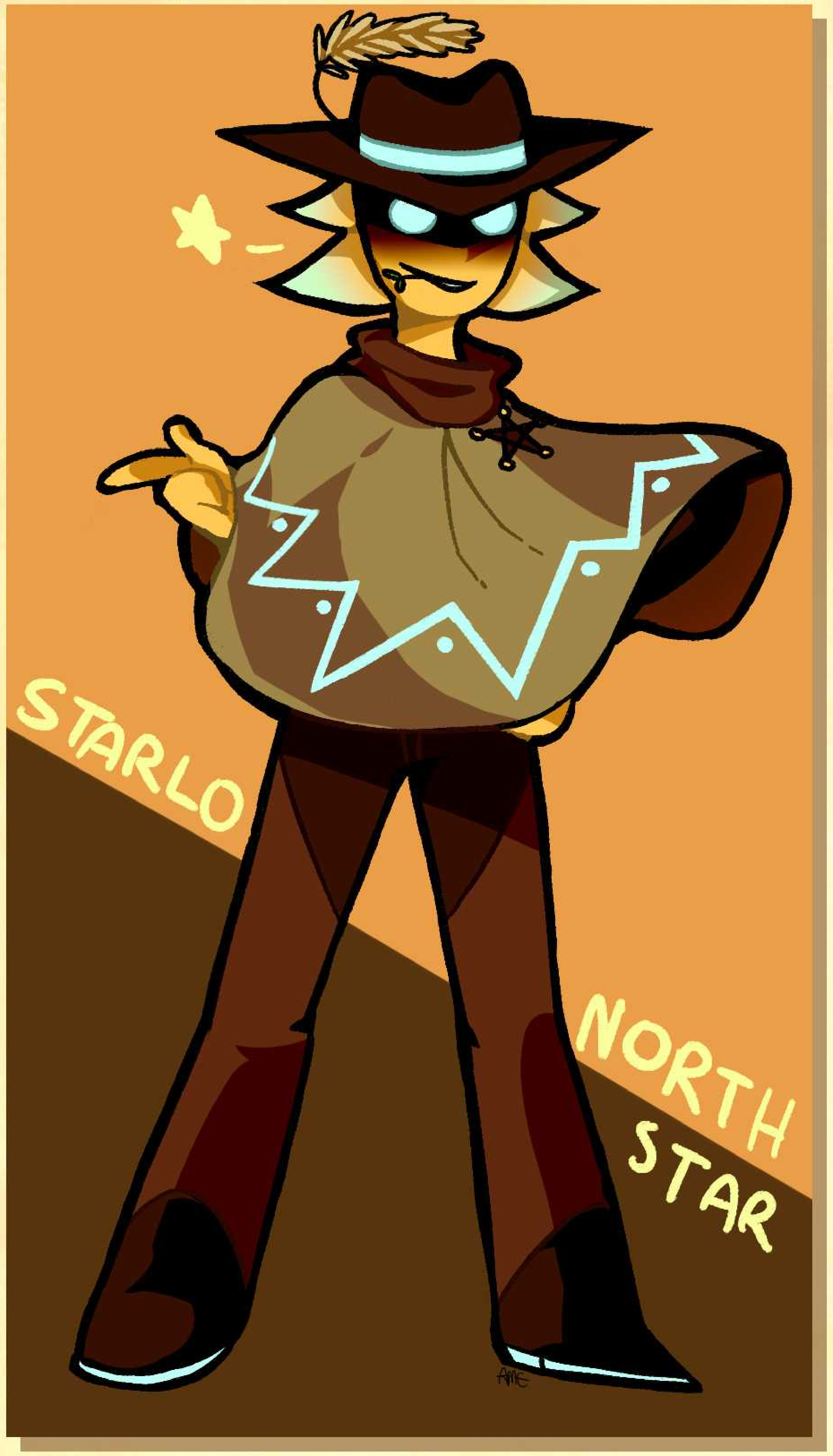
portrait_test.png - 2019
Figburn

I wish there was more to say about Star, but he was kinda just... perfect from the start.

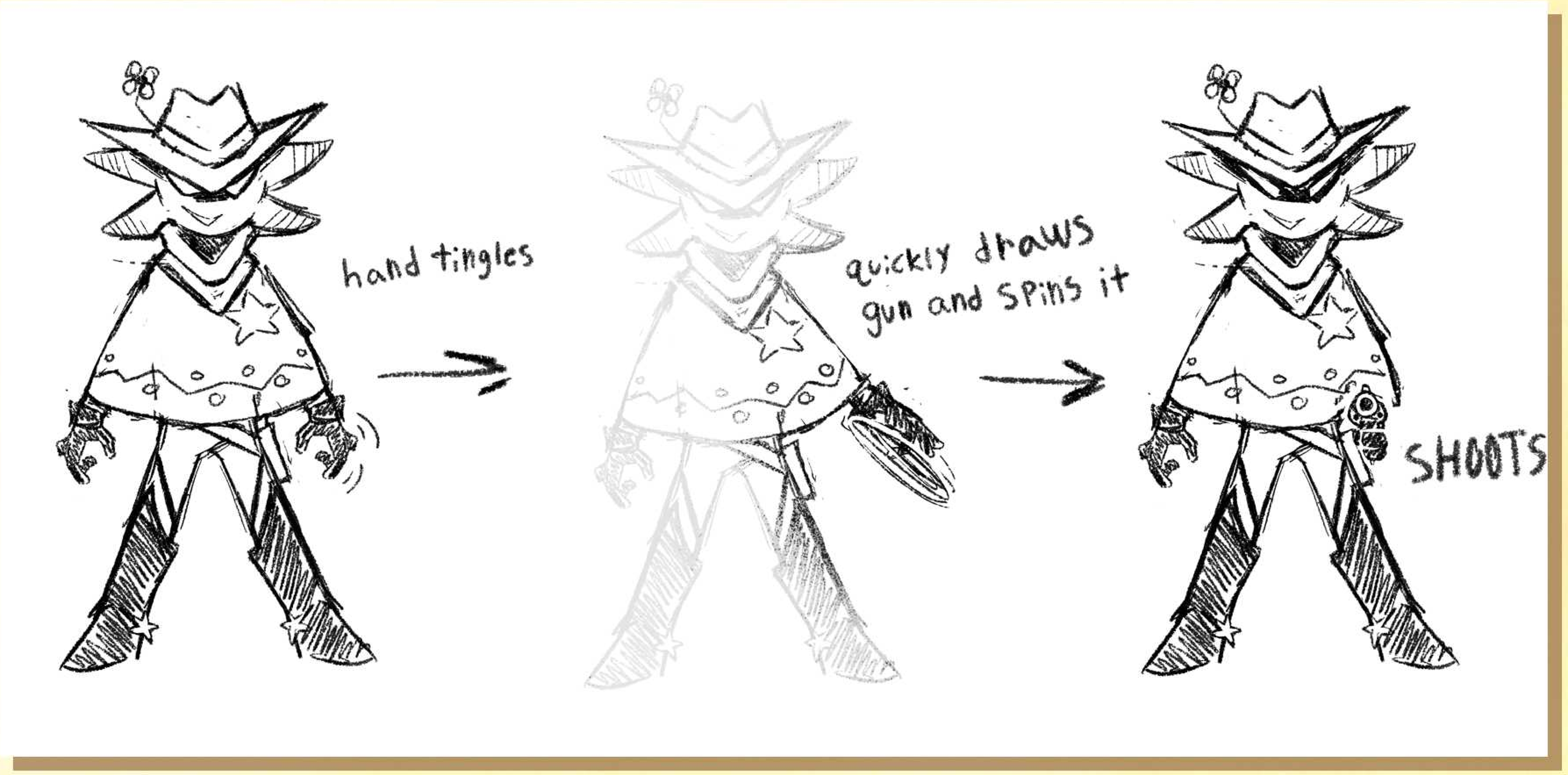
He came together super easily.

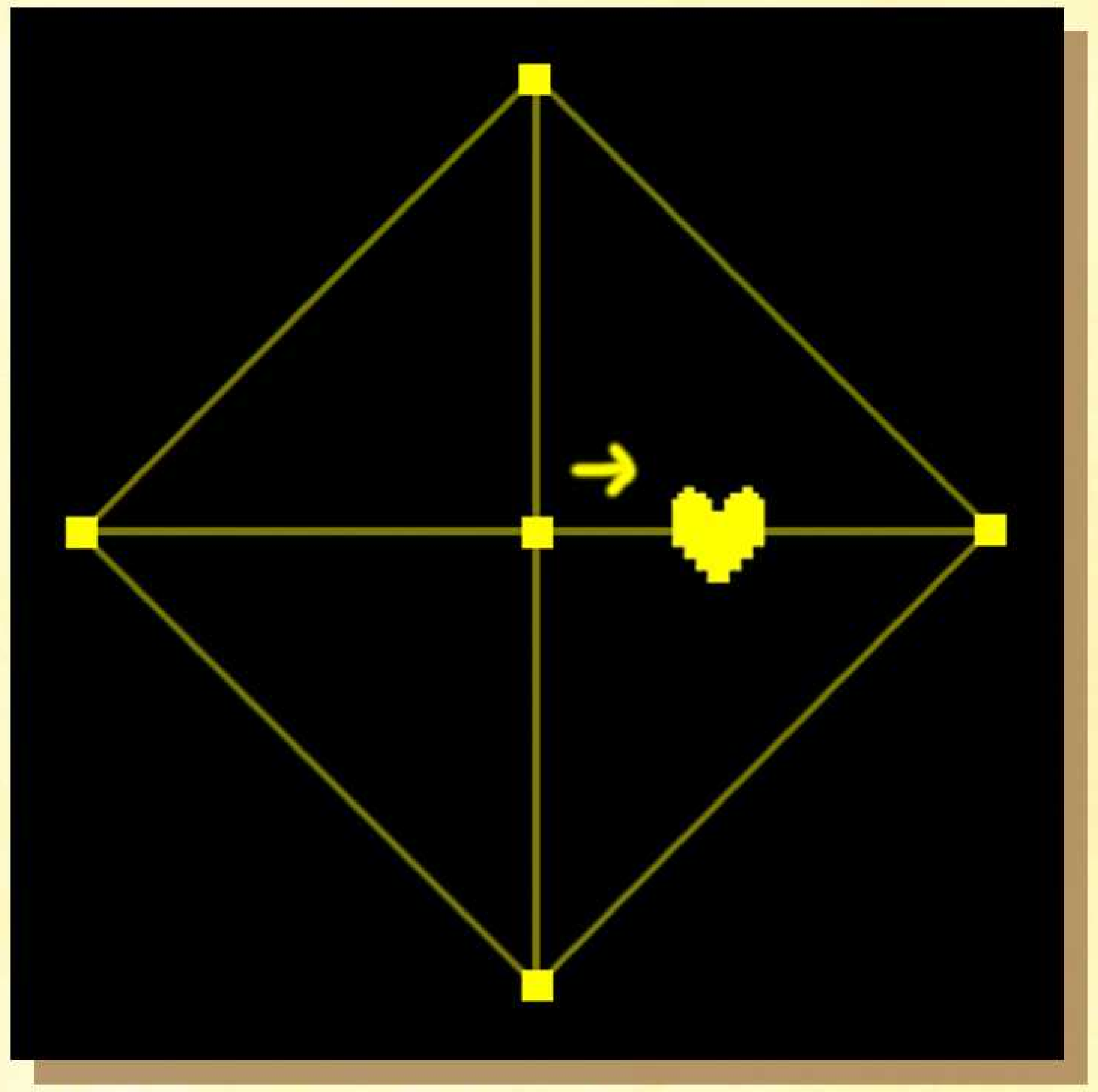
- Sword

starboi.png - 2017
TeleviQ

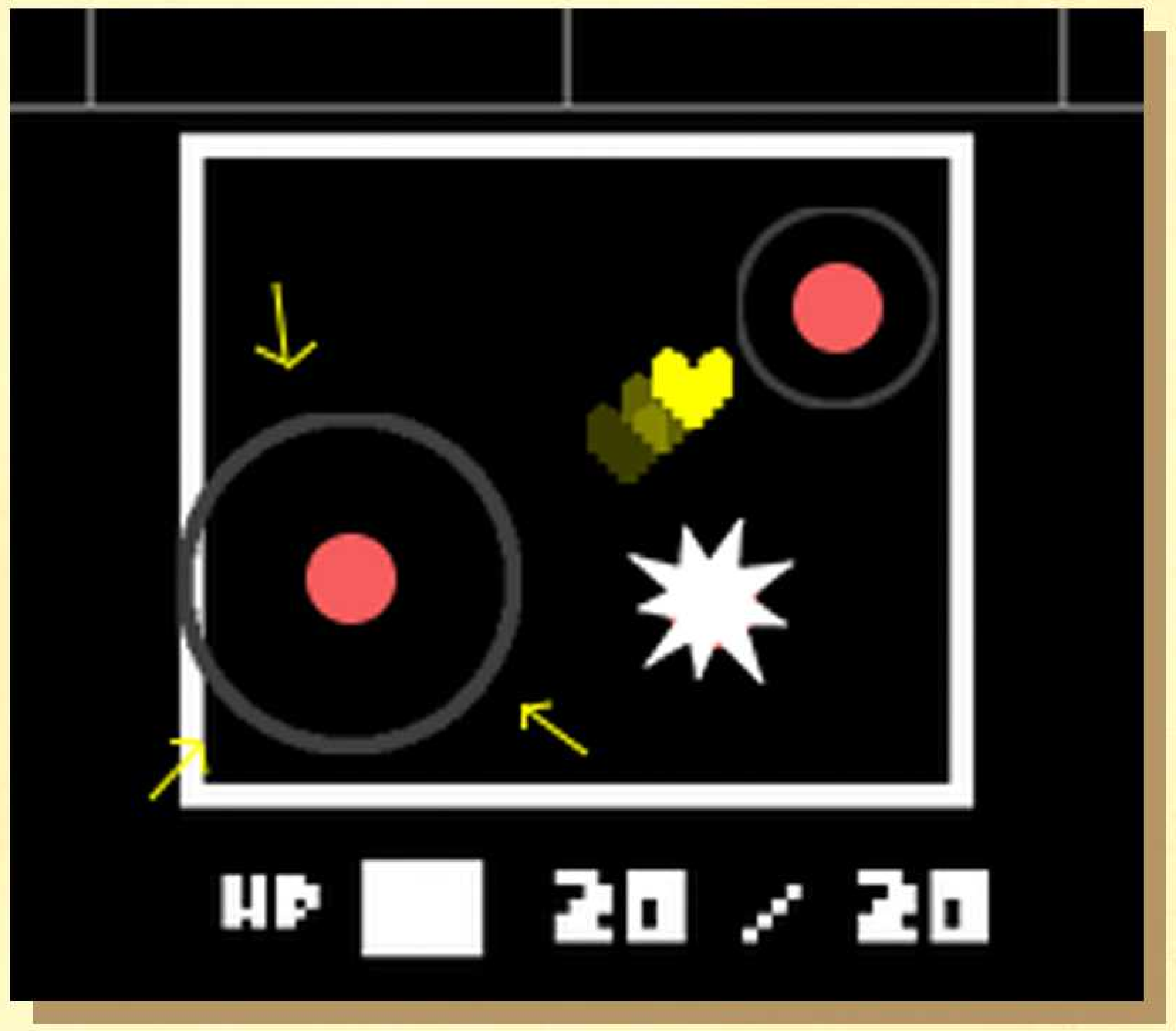

STARLO
NORTH STAR

starlo battle.png - 2019
Figburn


hand tingles
quickly draws gun and spins it
SHOOTS



starlo_mechanic_.png - 2018
MasterSwordRemix

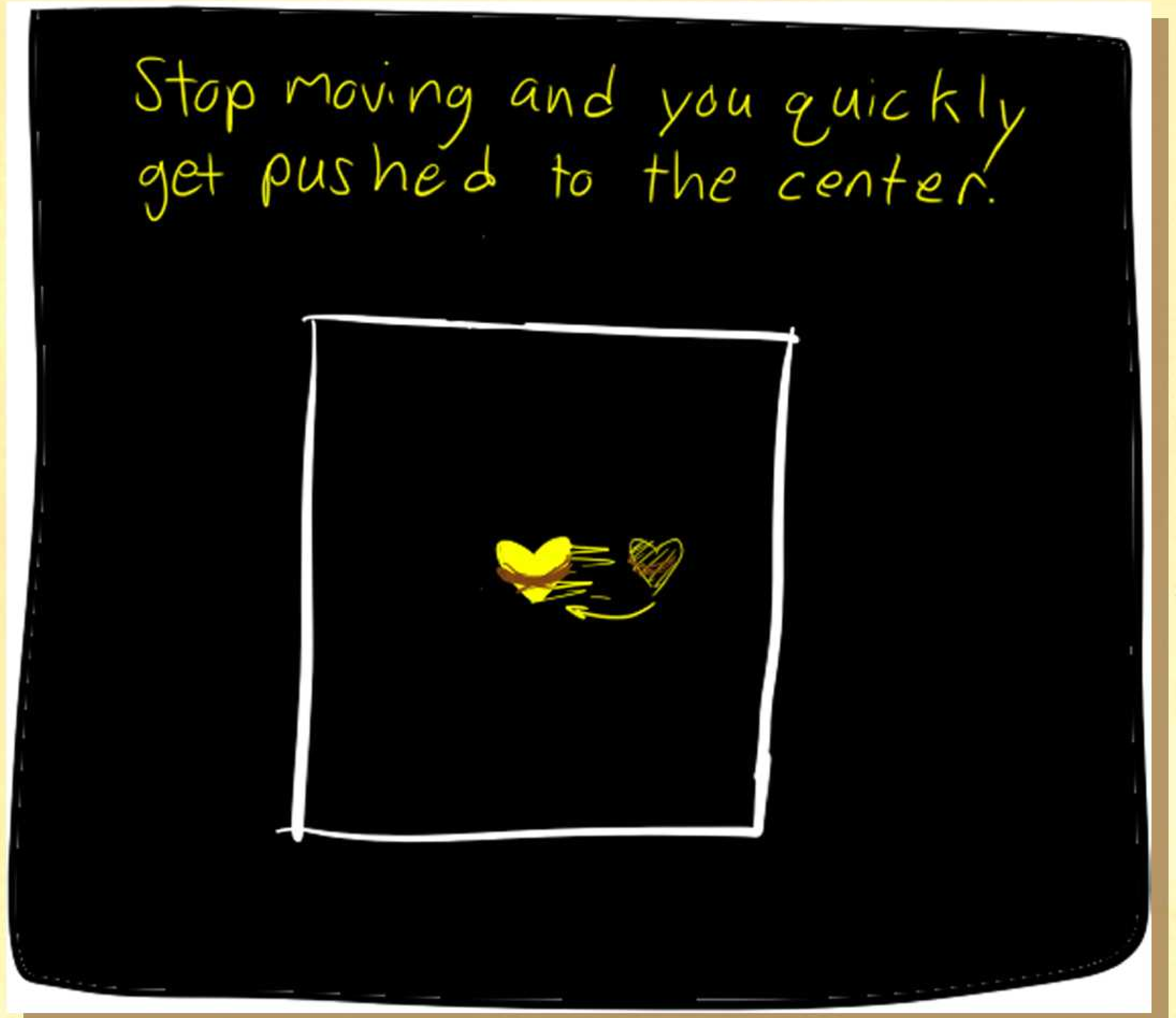


dead eye attack .png - 2018
MasterSwordRemix

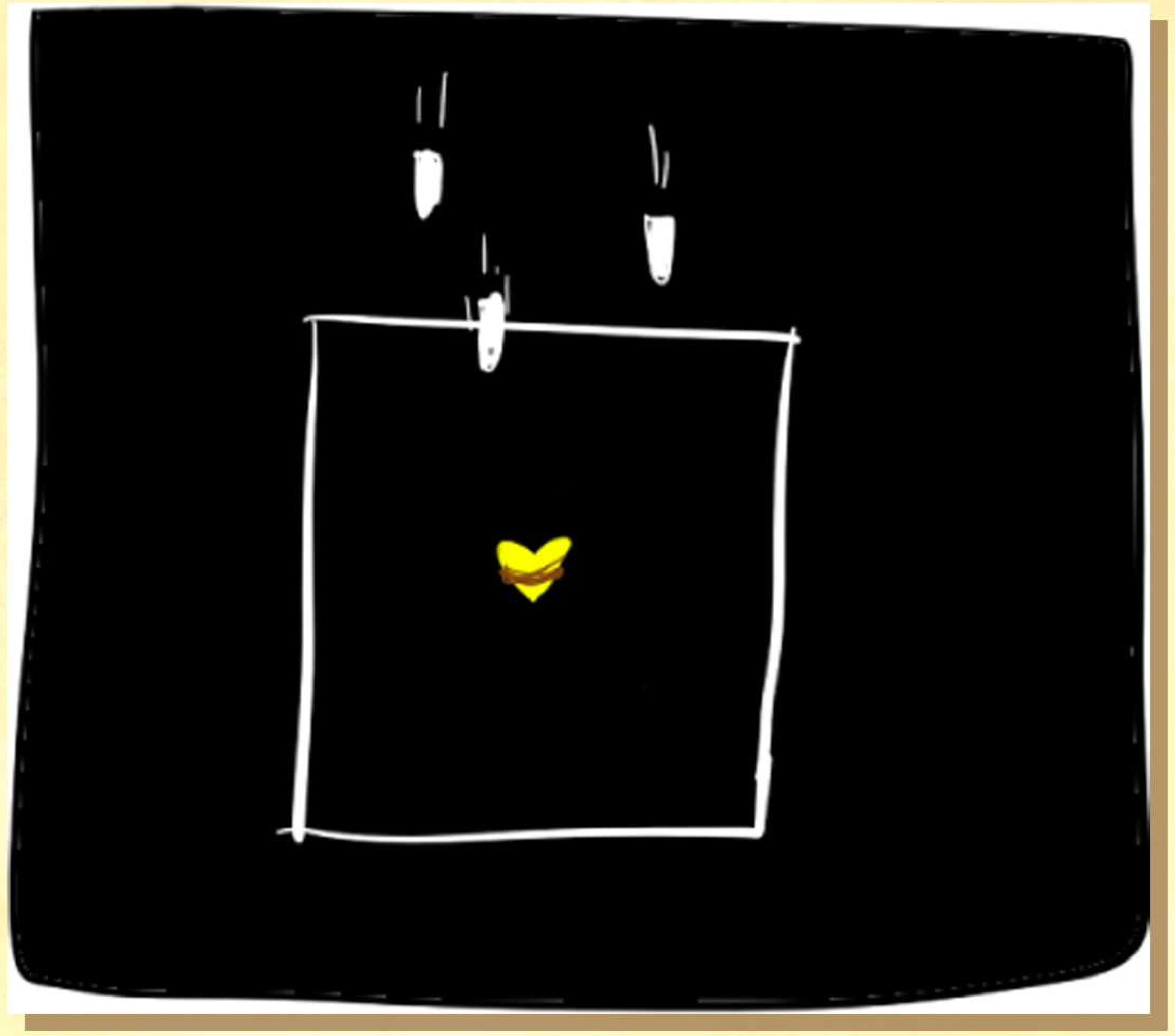
I was playing through Red Dead 2 during Wild East pre-production. Good source of inspiration.
- Sword

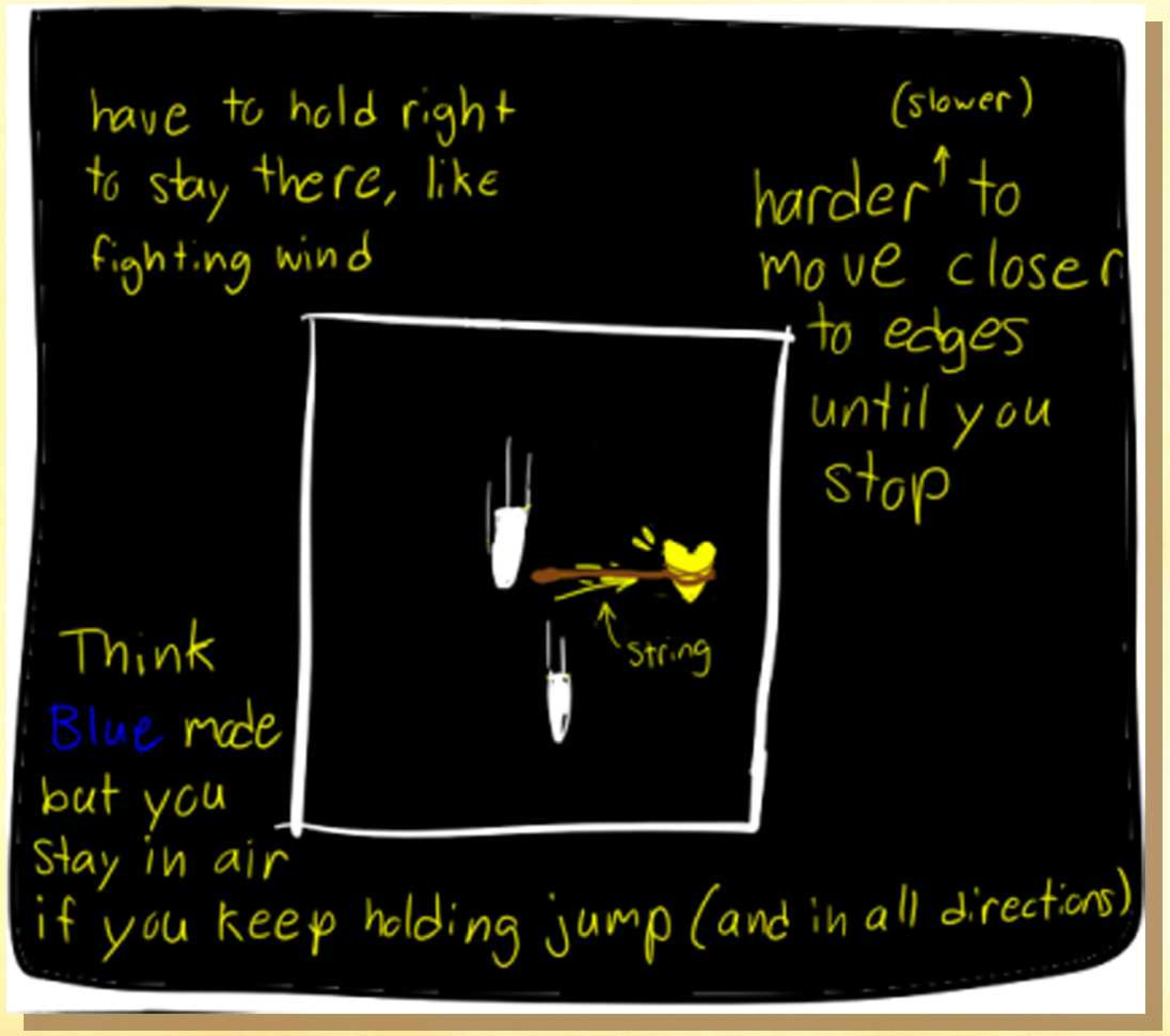
The first idea for Star's fight was close to the mechanics in Muffet's fight, but it just didn't have the punch we needed. Luckily, Day would come up with a much better idea.
- Sword

starlo_soulmode_1.png - 2019
AWildDaydreamer

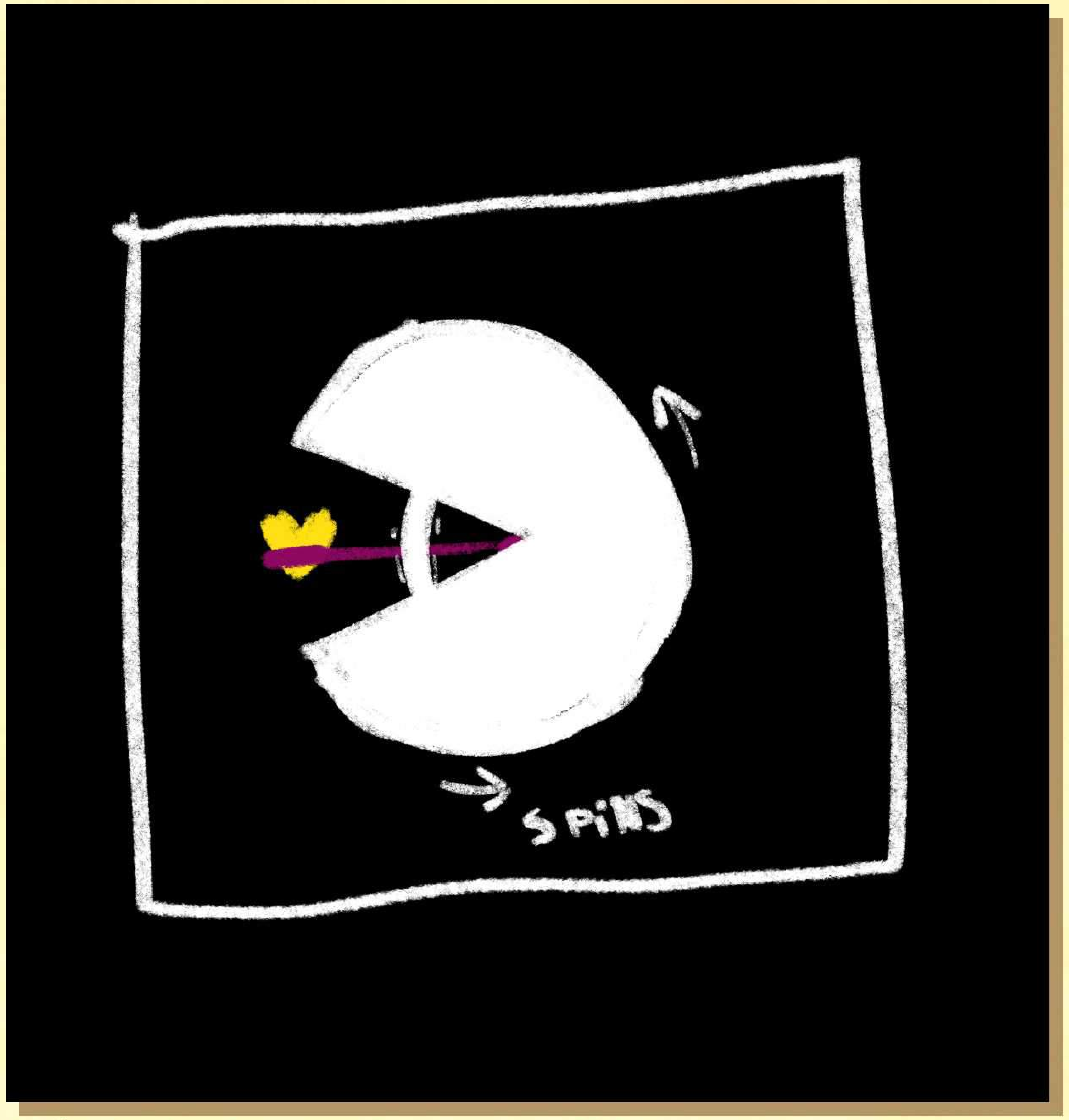

Stop moving and you quickly get pushed to the center.

starlo_soulmode_2.png - 2019
AWildDaydreamer



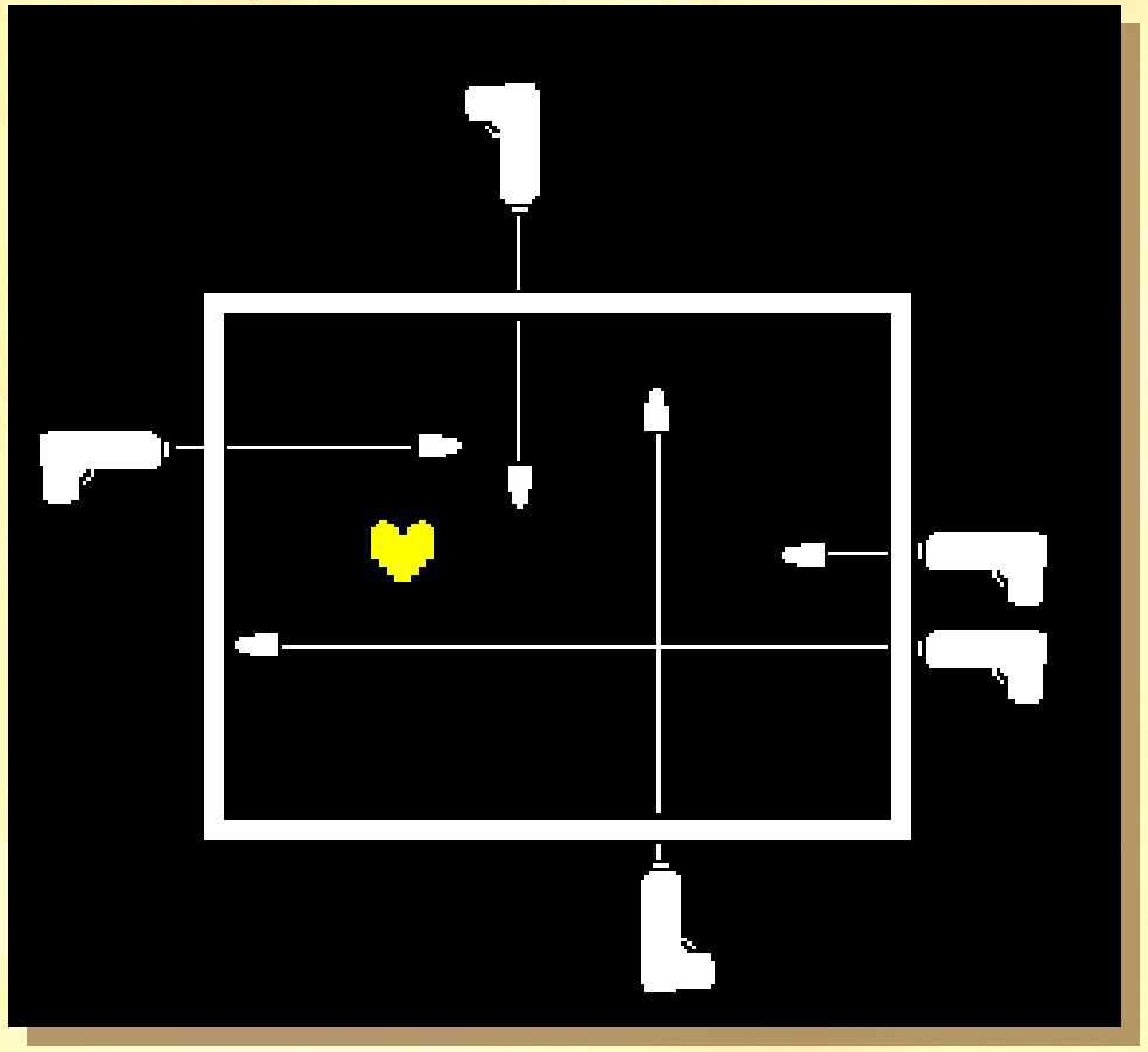

have to hold right to stay there, like fighting wind
(slower)
harder to move closer to edges until you stop
string
Think Blue mode but you Stay in air if you keep holding jump (and in all directions)

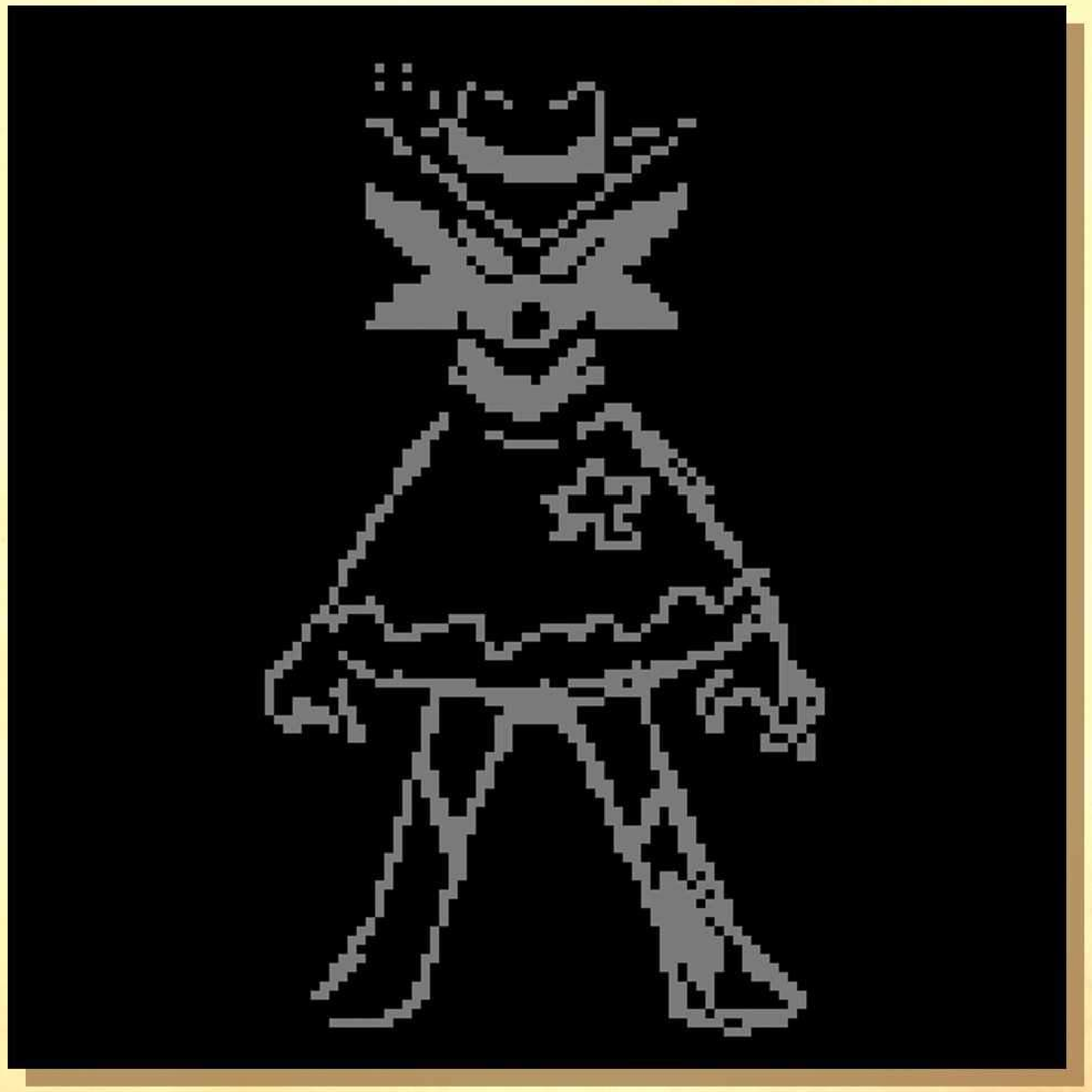
starlo_soulmode_3.png - 2019
AWildDaydreamer



this but a horseshoe.png - 2019
Figburn

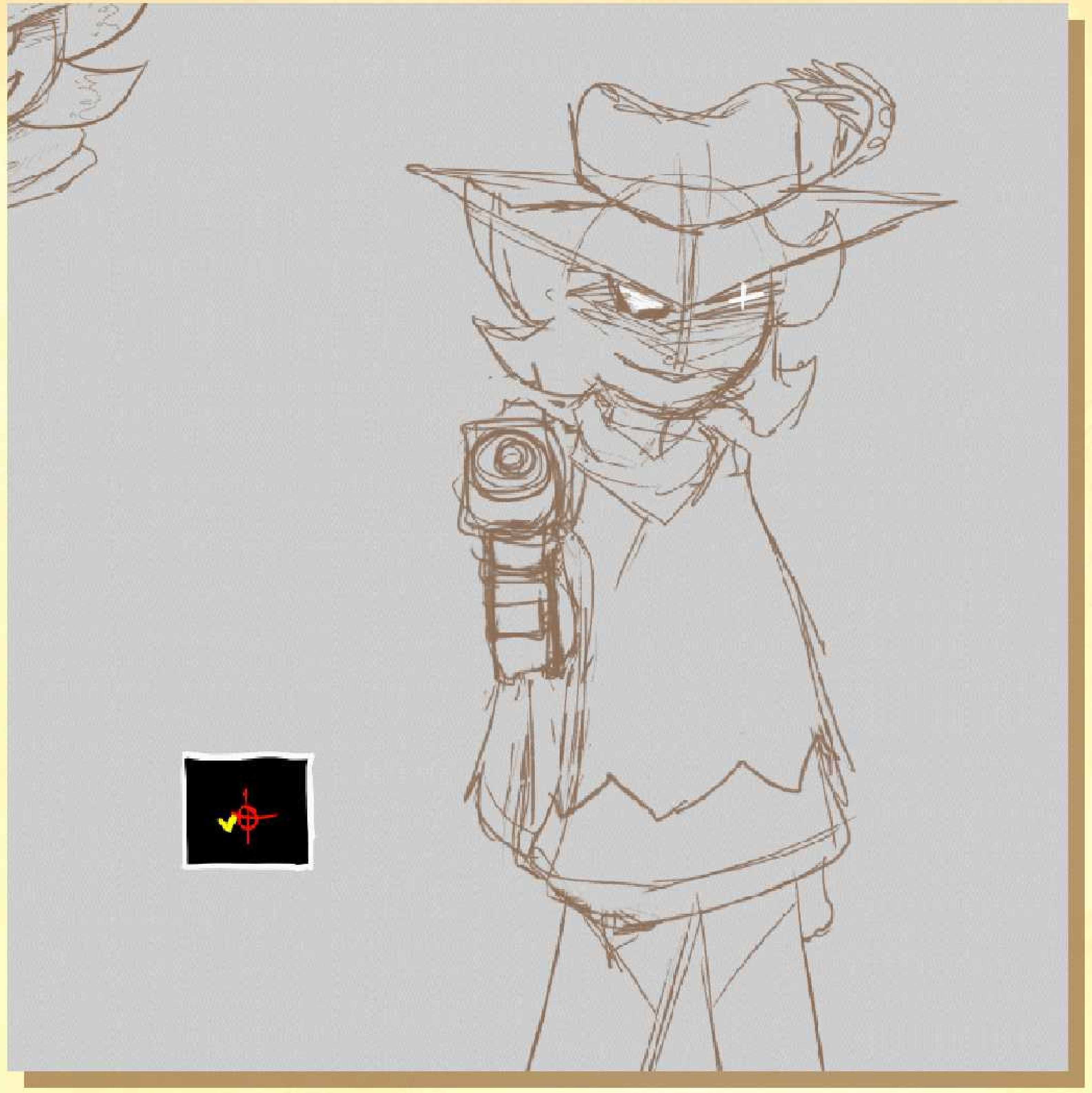
starlo attack 2 .png - 2019
Glitchedpie



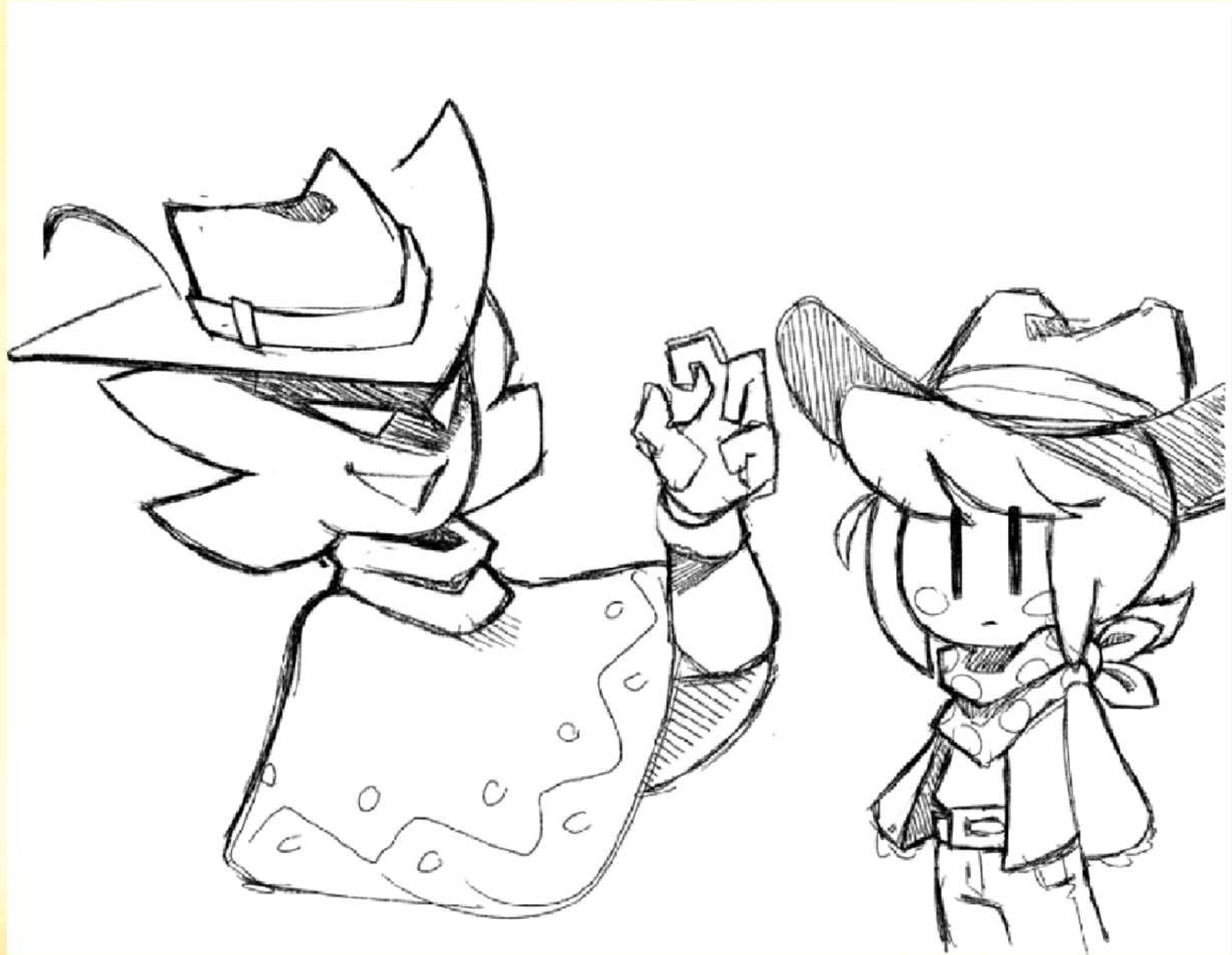


Starlo Stance sketch.png - 2019
Figburn

starlo shoot .png - 2019
AWildDayDreamer



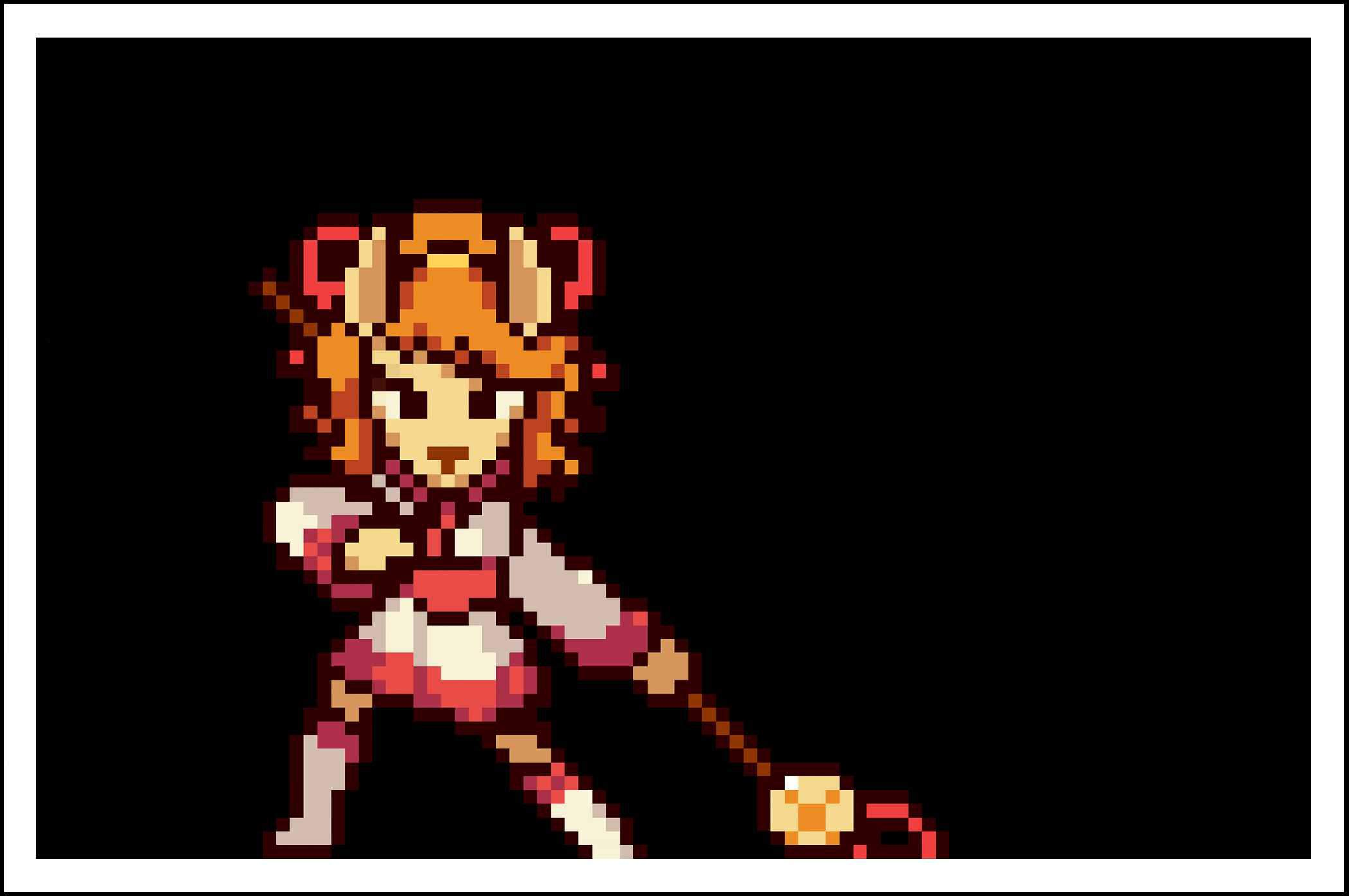
starlo is cool .png - 2020
Figburn



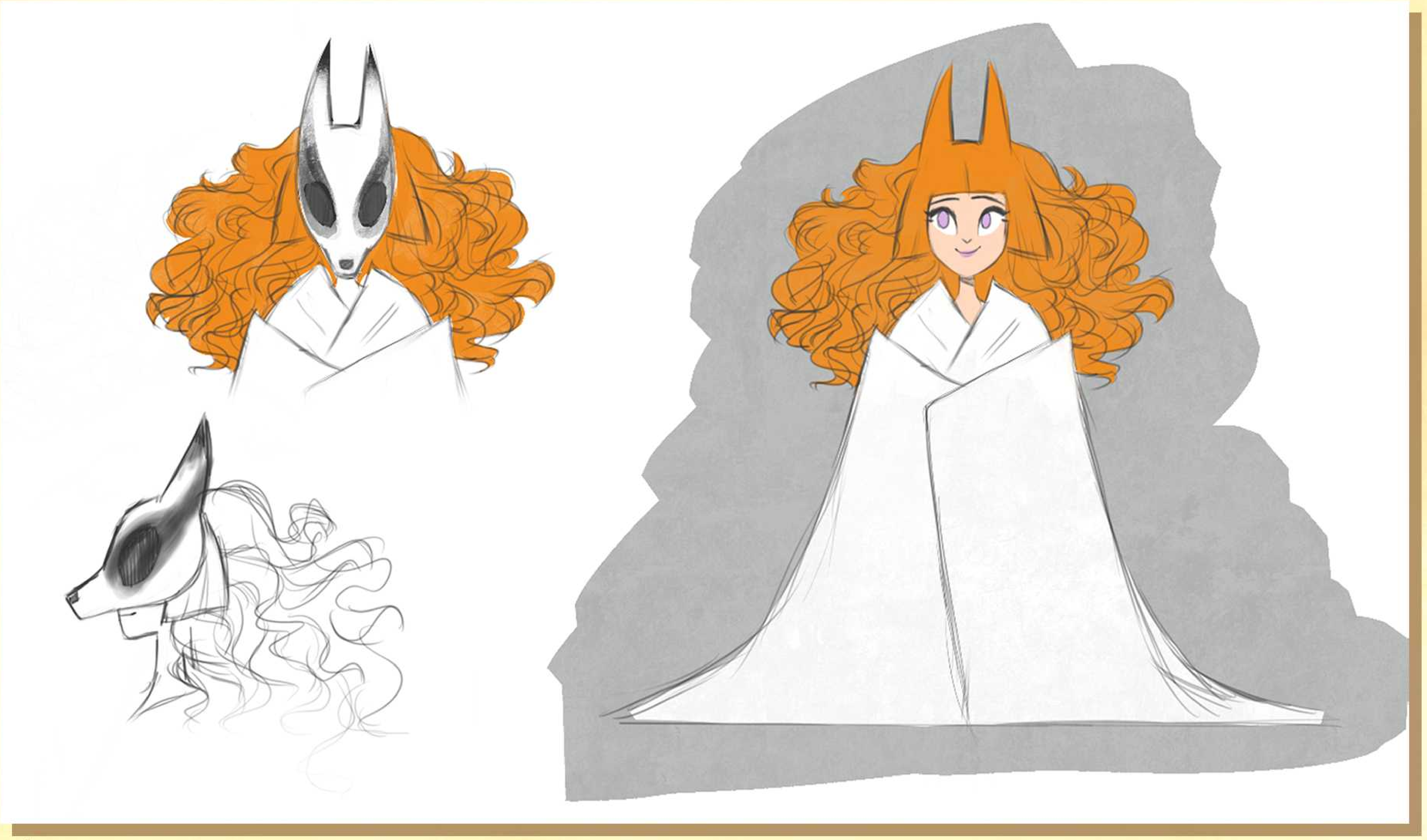
Clover and Starlo.png - 2020
Figburn

See you space cowboy...

- Sword



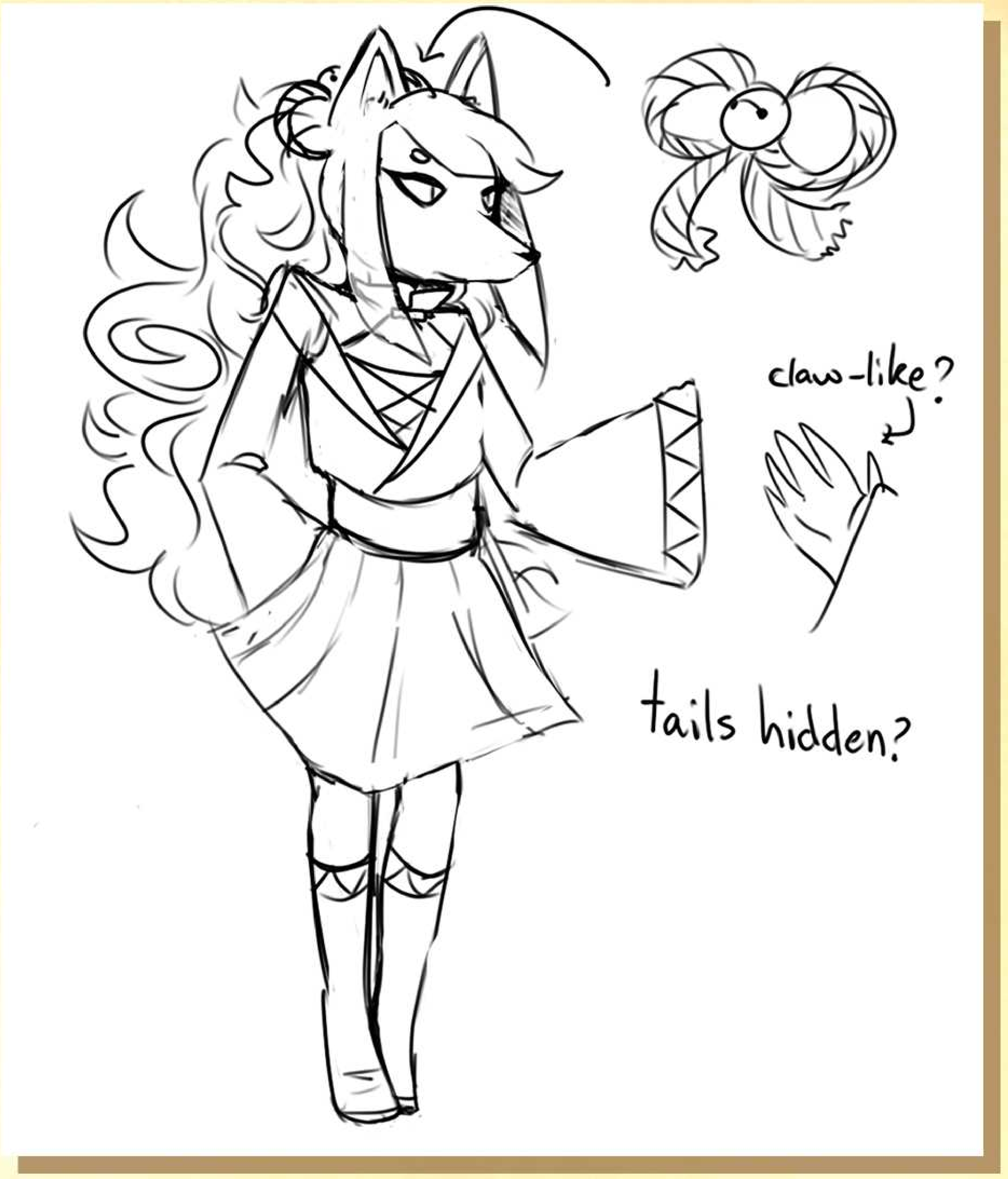
CEROBA



Kitsune.png - 2016
Emmalume
Ceroba went through a lot of different iterations during development. The idea of her stemmed from creating a character who left the corn for Dalv (even though it ended up being her husband in the end). For a moment, there was a character called “The Puppetmaster”, then it was a magician monster, and finally, a kitsune-based monster.

Also she’s a human here for some reason.
That wasn’t part of the plan.

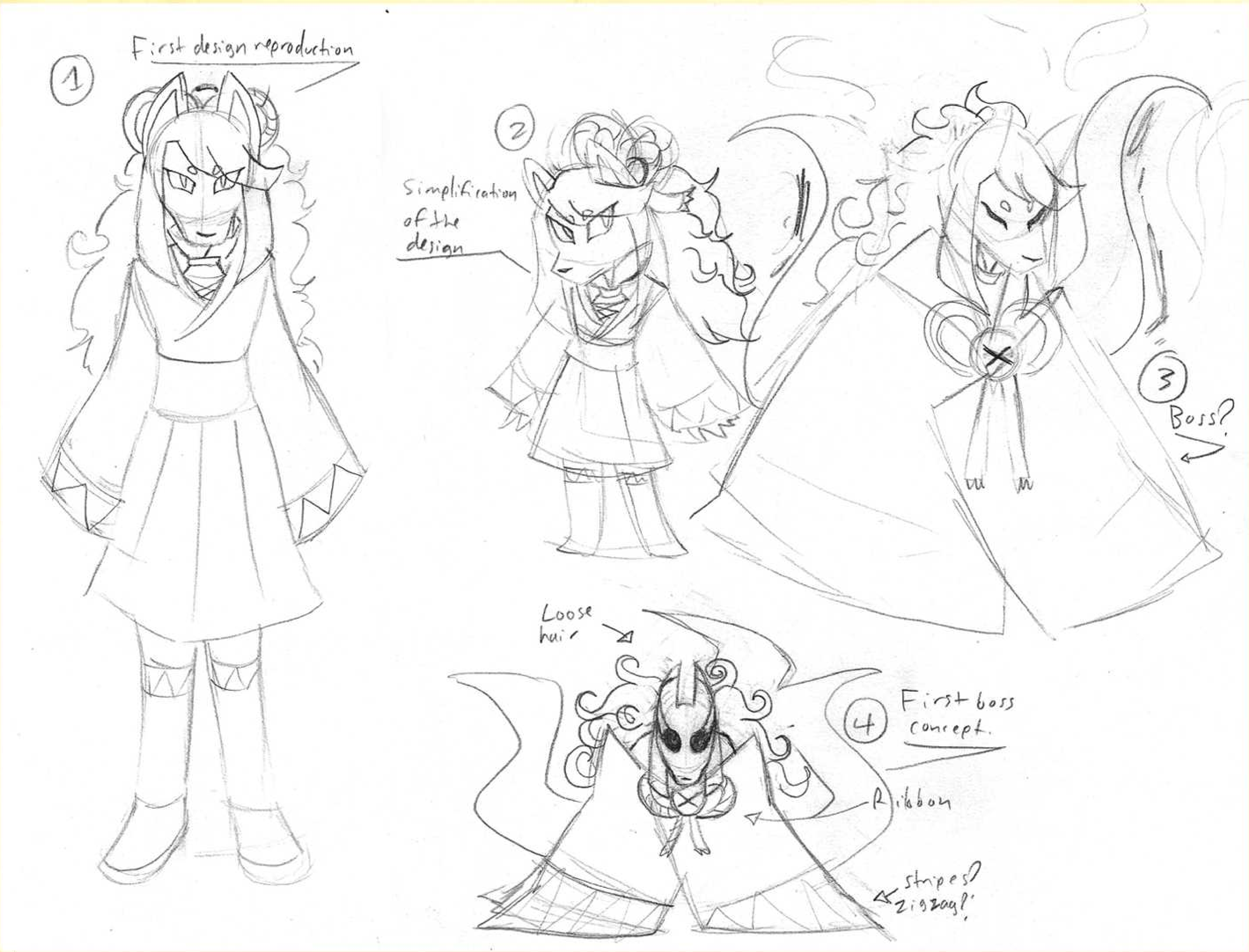
- Sword


claw-like?
tails hidden?

cerobamayb.png - 2017
TeleviQ
Well, this is where it all started!
The first concept I made for the game, going off of the various notes and concepts for her from the other devs at the time. I also recycled a little bit of a previous kitsune OC I had.

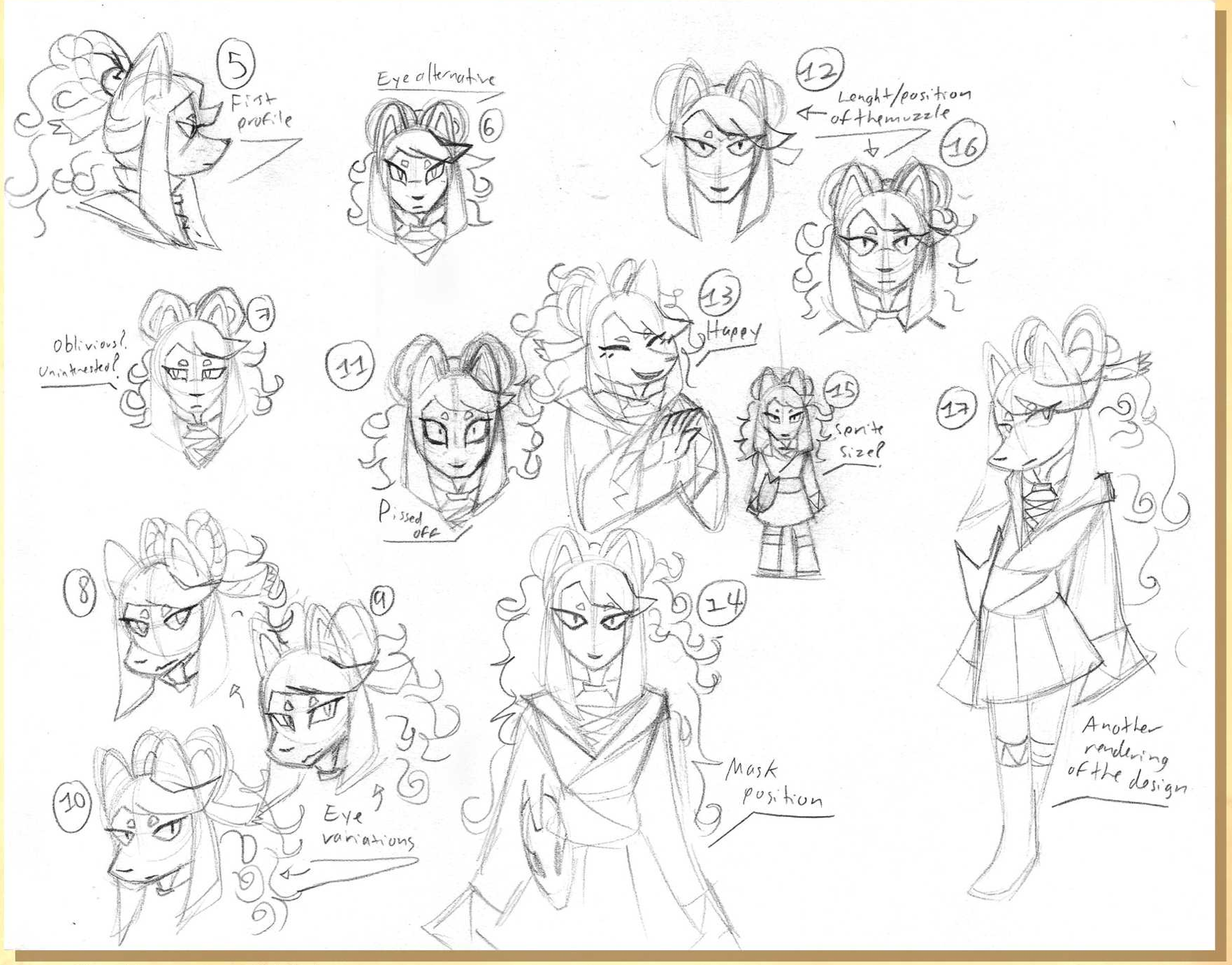
Her tails were originally supposed to be hidden and revealed during the final boss fight, because that's a thing kitsunes can apparently do, and she's the type to hide how powerful she is.

- TeleviQ



1
First design reproduction
2
Simplification of the design
3
Boss?
Loose hair
4
First boss concept.
Ribbon
stripes? zigzag?

ceroba1.png - 2017
NeroSensei



5
First profile
Eye alternative
6
12
Lenght/position of the muzzle
16
Oblivious? Unintrested?
7
11
Pissed off
13
Happy
15
Sprite size?
17
8
9
10
Eye variations
14
Mask position
Another rendering of the design

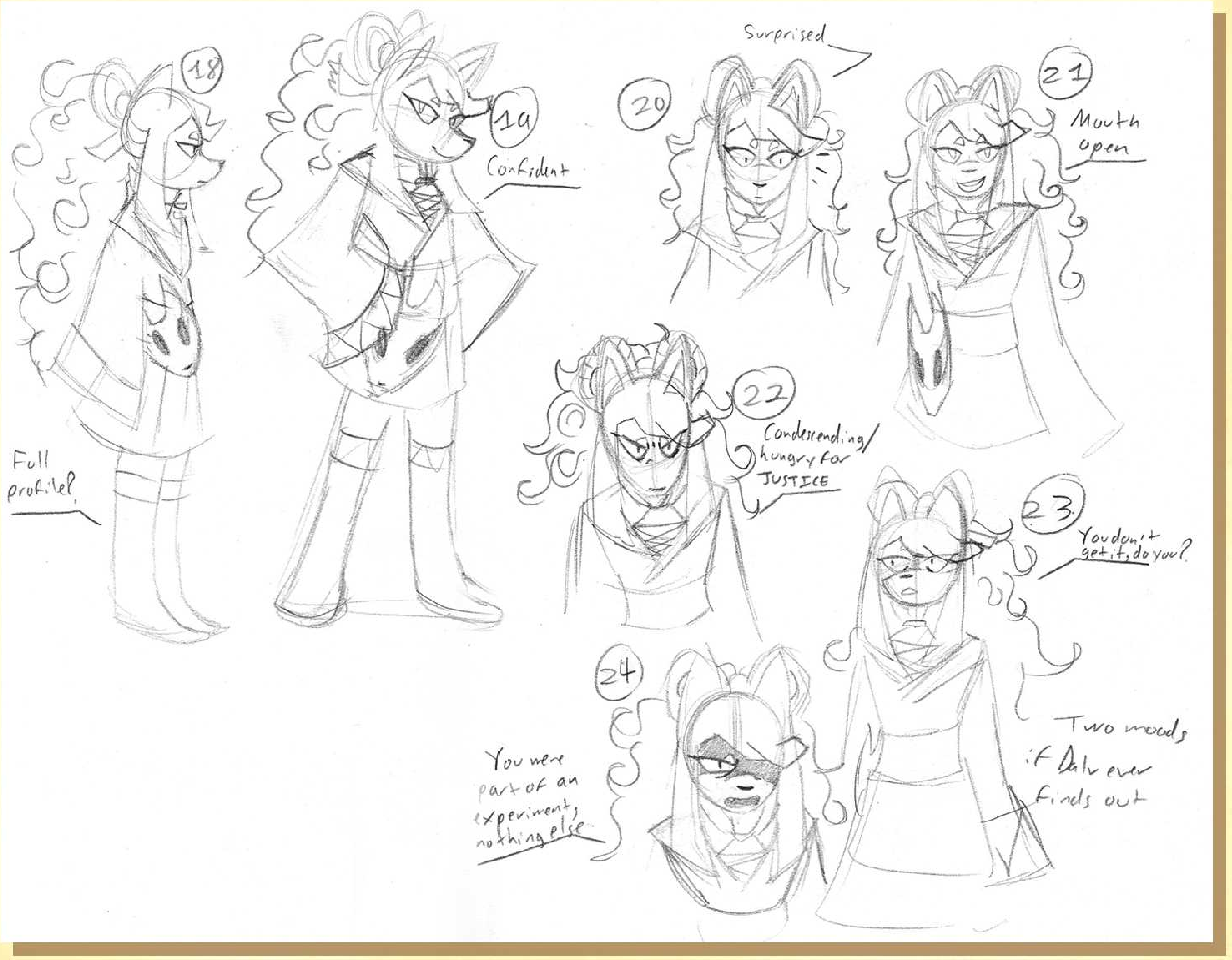
ceroba2.png - 2017
NeroSensei

Having a more humanoid design as a base, I was tasked with monster-ifying Ceroba's design. Gave her a more adventurous look compared to a more traditionally Japanese clothing style.

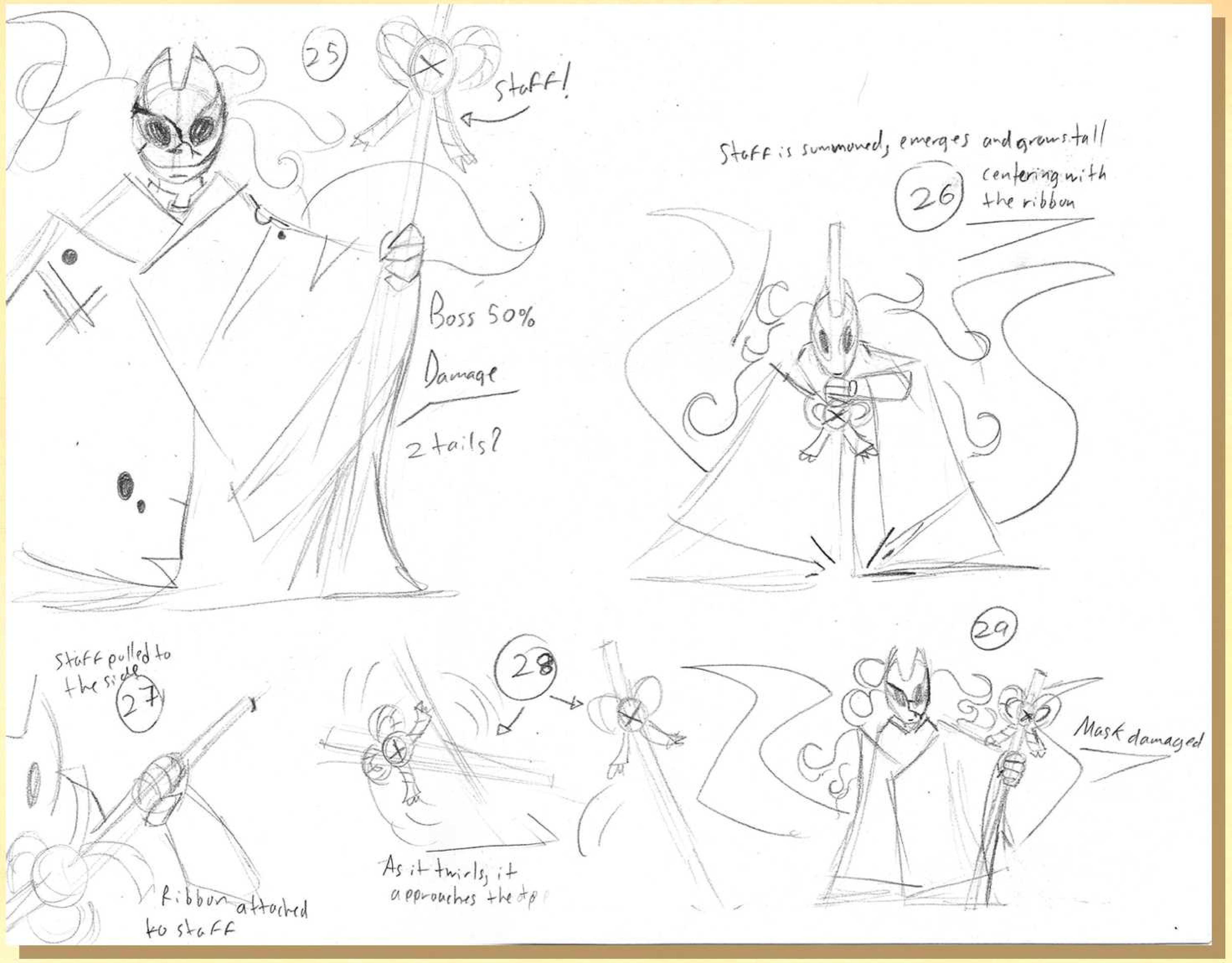
Her eyes were very important to get right too!

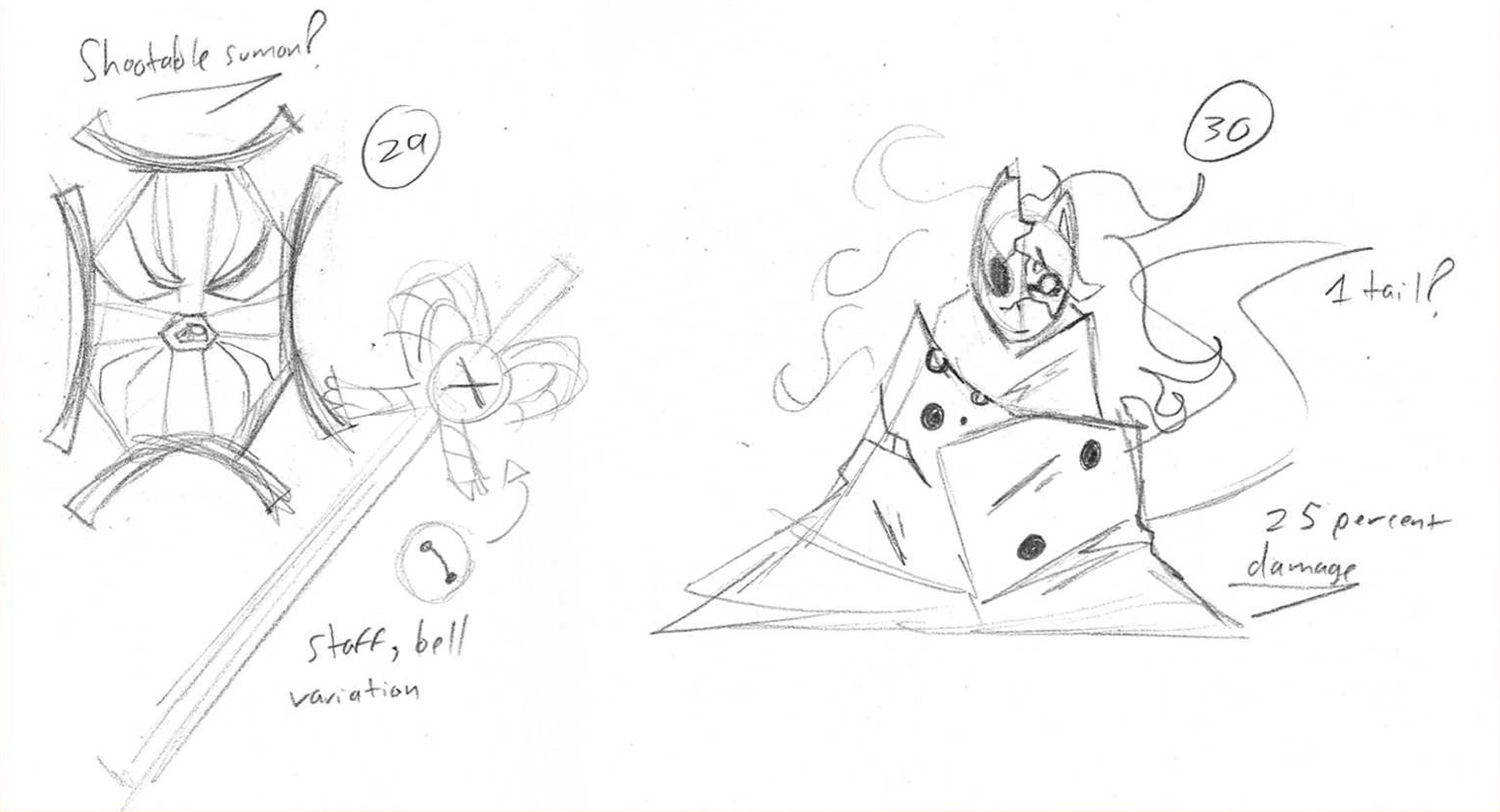
- Nero

ceroba3.png - 2017
NeroSensei

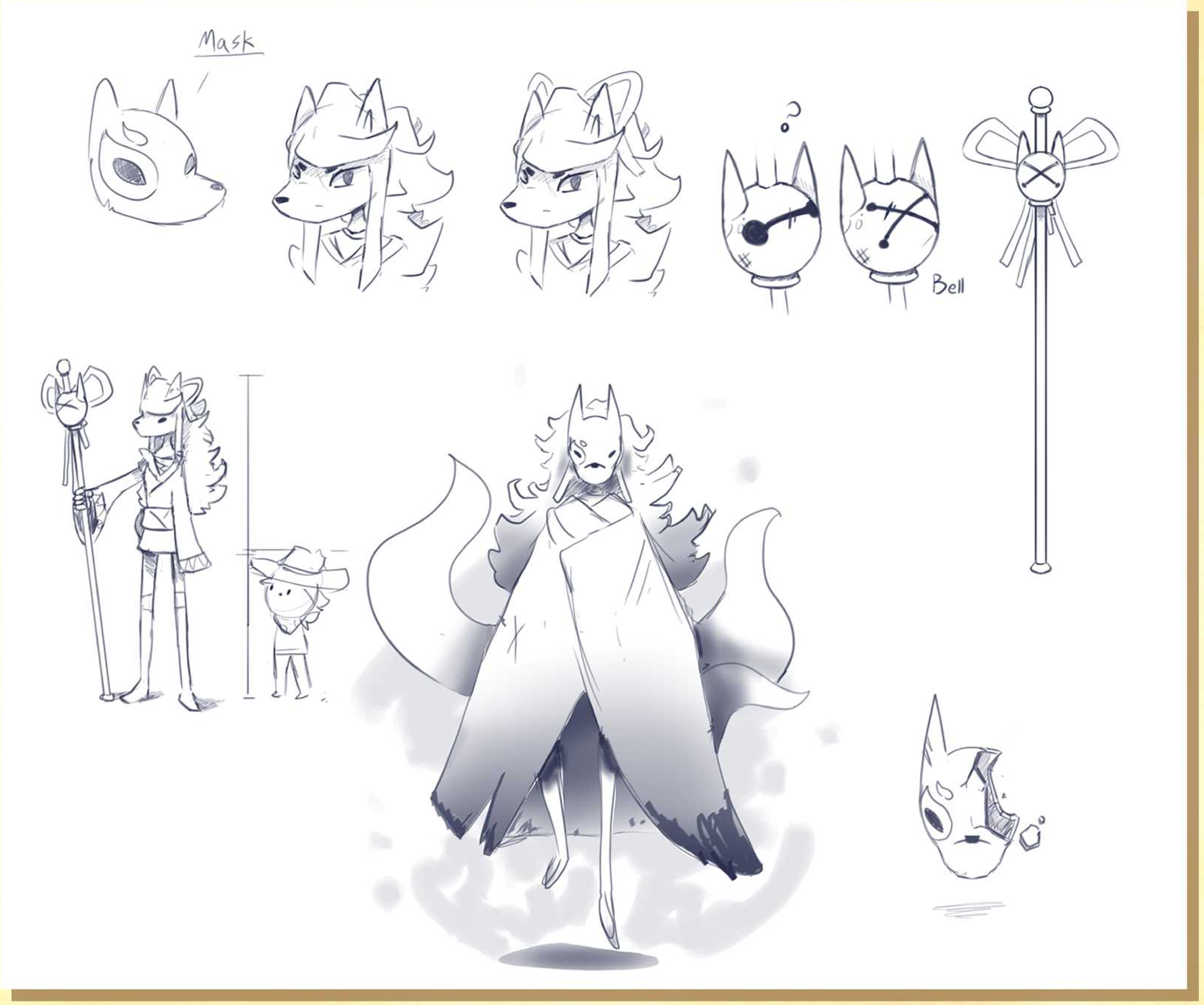

18
Full profile?
19
Confident
Surprised
20
21
Mouth open
22
Condescending/ hungry for JUSTICE
23
You don't get it, do you?
24
You were part of an experiment, nothing else
Two moods if Dalv ever finds out

ceroba4.png - 2017
NeroSensei


25
Staff!
Boss 50% Damage
2 tails?
Staff is summoned, emerges and grows tall
26
centering with the ribbon
Staff pulled to the side
27
Ribbon attached to staff
28
As it twirls, it approaches the t
29
Mask damaged


Shootable sumon?
29
Staff, bell variation
30
1 tail?
25 percent damage

ceroba5.png - 2017
NeroSensei

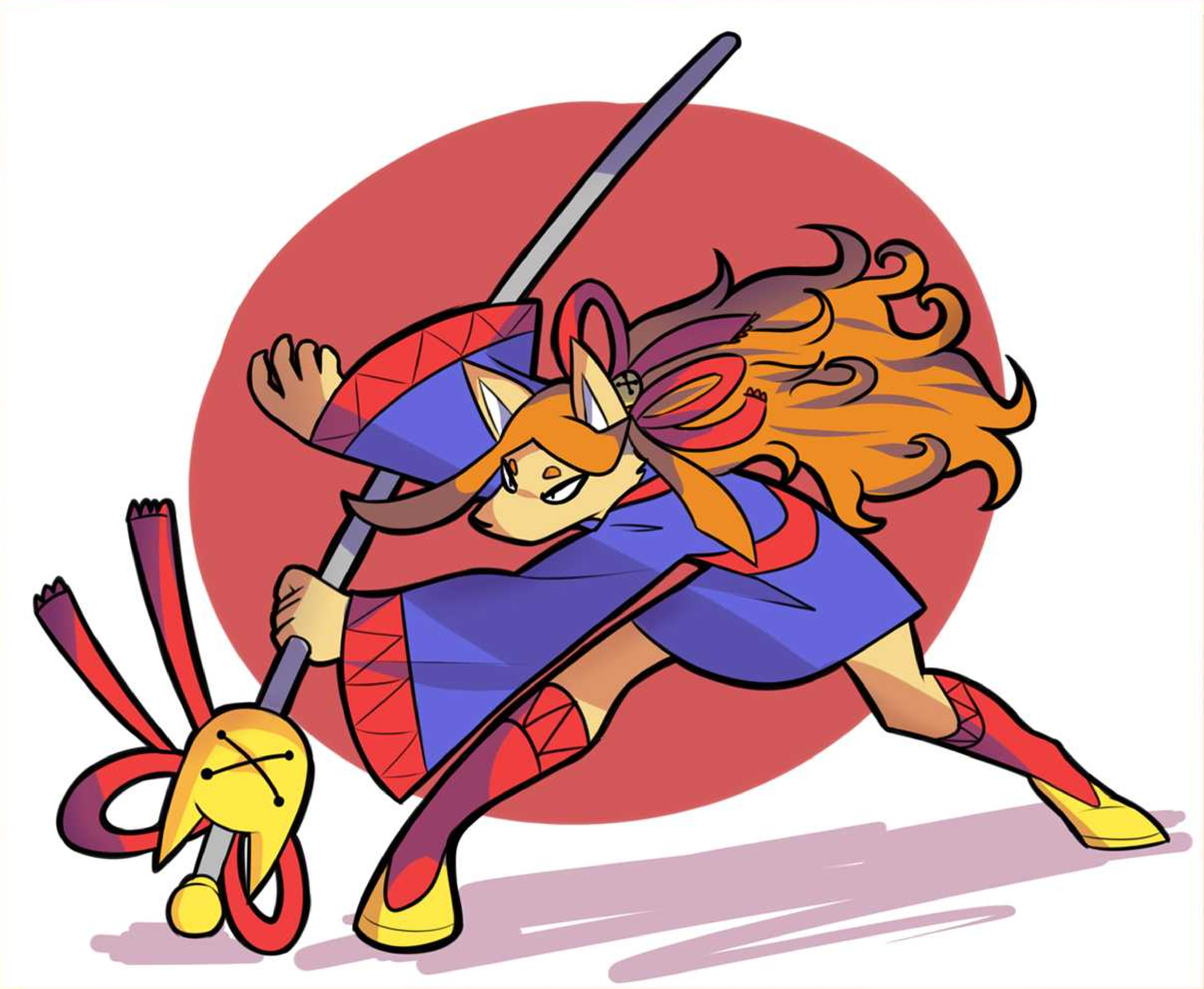


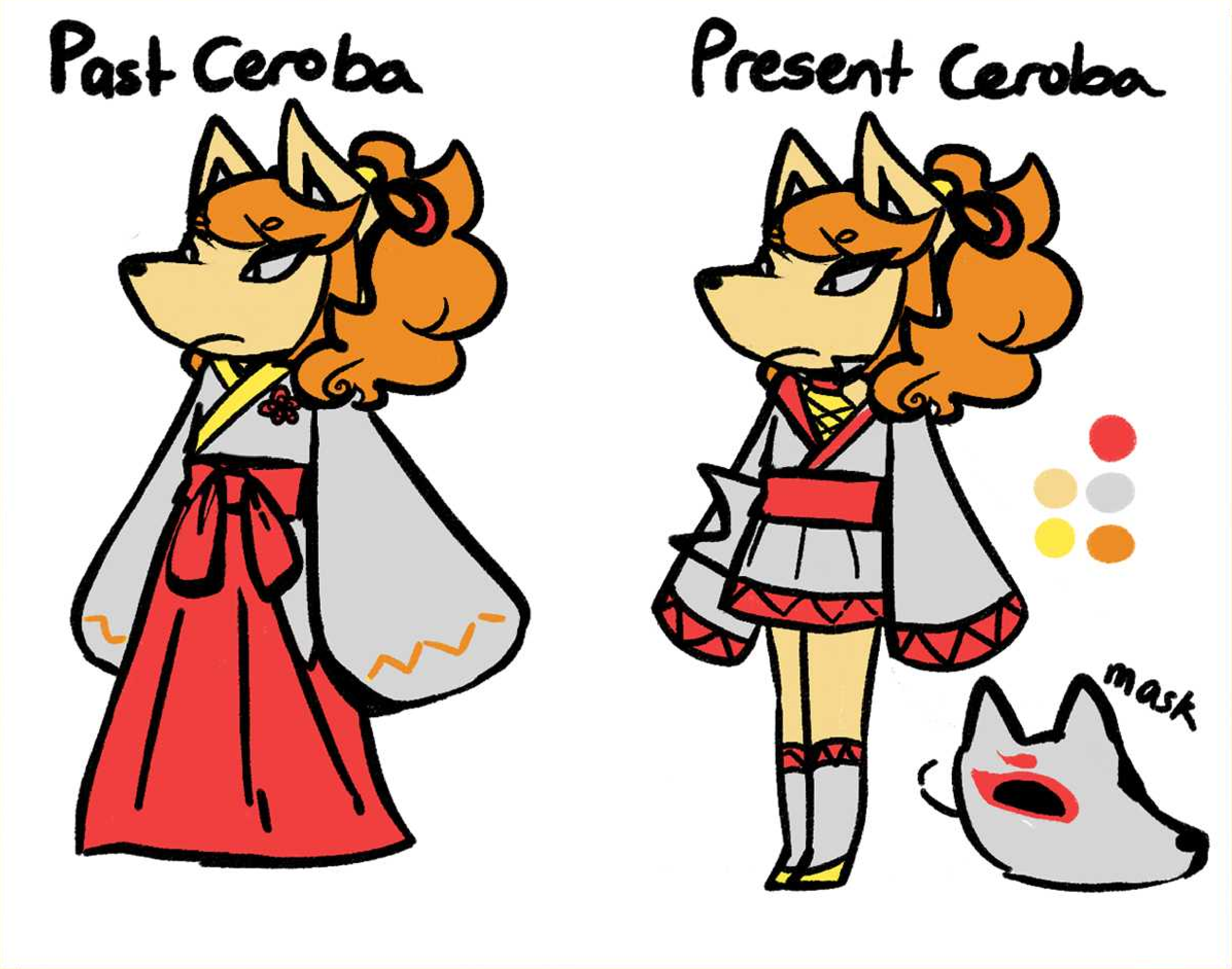
UTY_Ceroba_design.png - 2017
Gaziter

For a time, Ceroba was going to be much more cut-and-dry evil. The plot had something to do with her being a boss monster and wanting to live forever to see her research through, so to do that, she would kill Kanako directly (which would give her eternal life). This did not jive with some of the team - and yeah, in hindsight, it was pretty harsh. Too dark and edgy for Undertale. From that point on, we worked to make her much more morally gray.

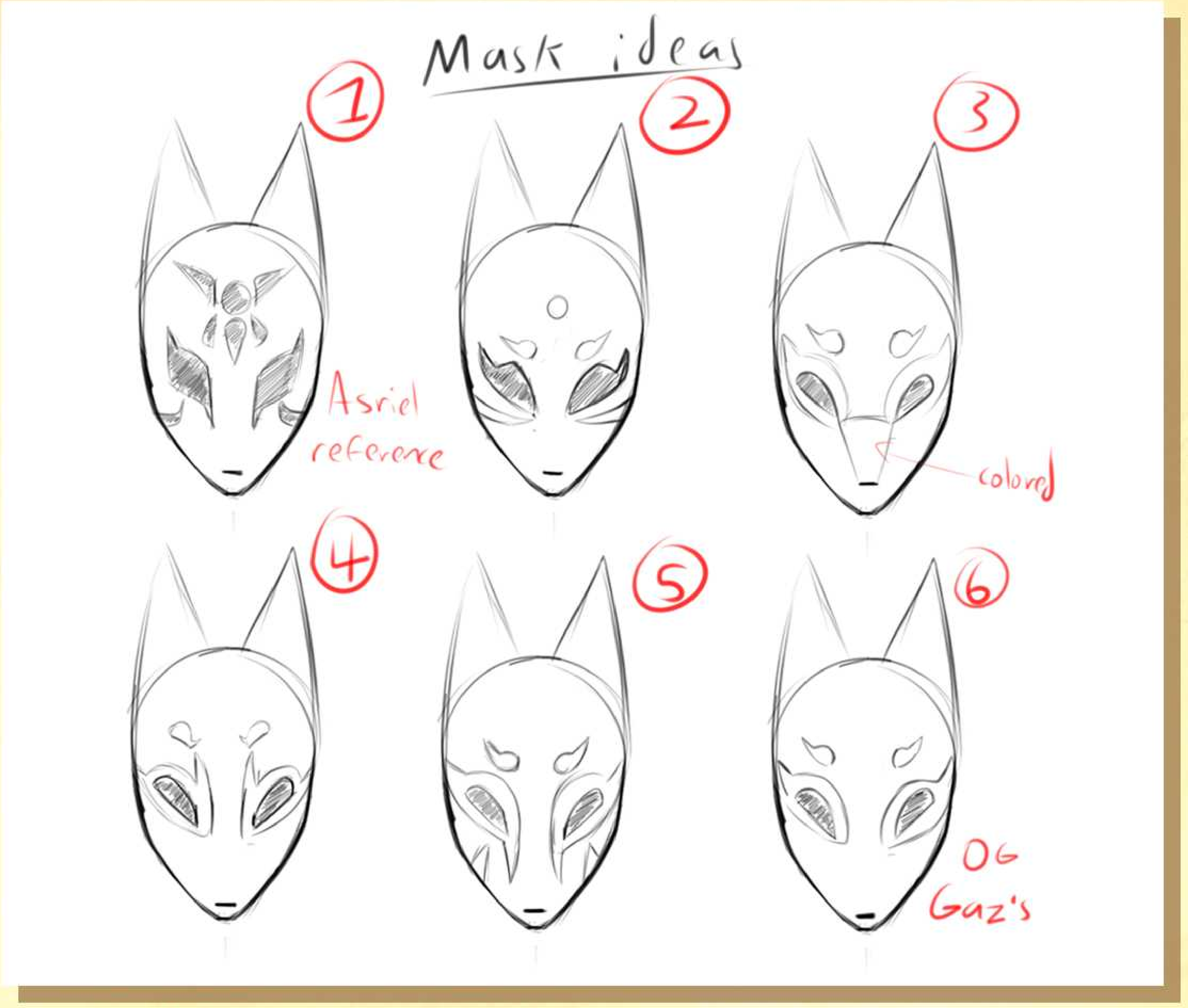
- Sword

ceroba_UPDATED.png - 2017
NeroSensei

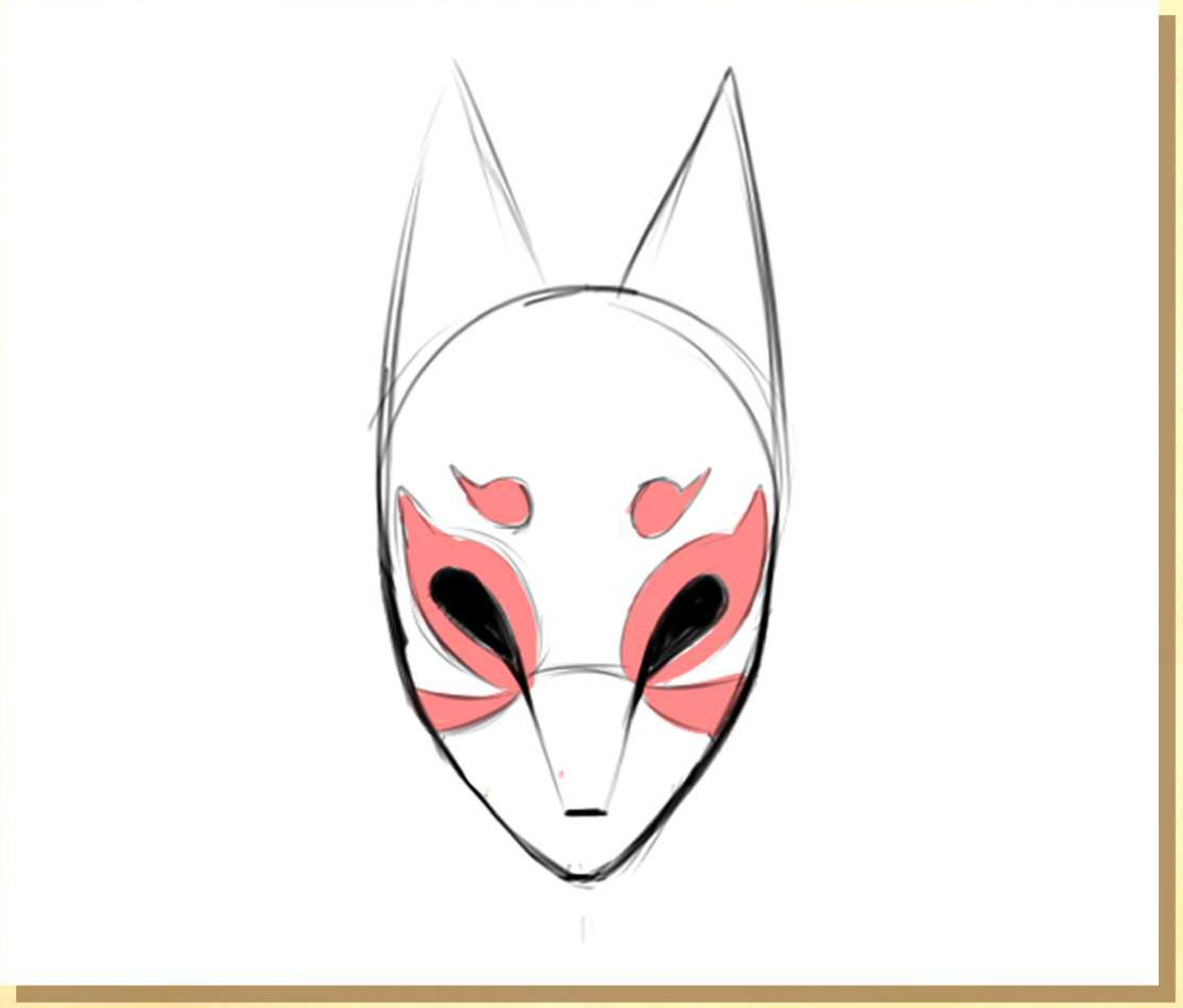




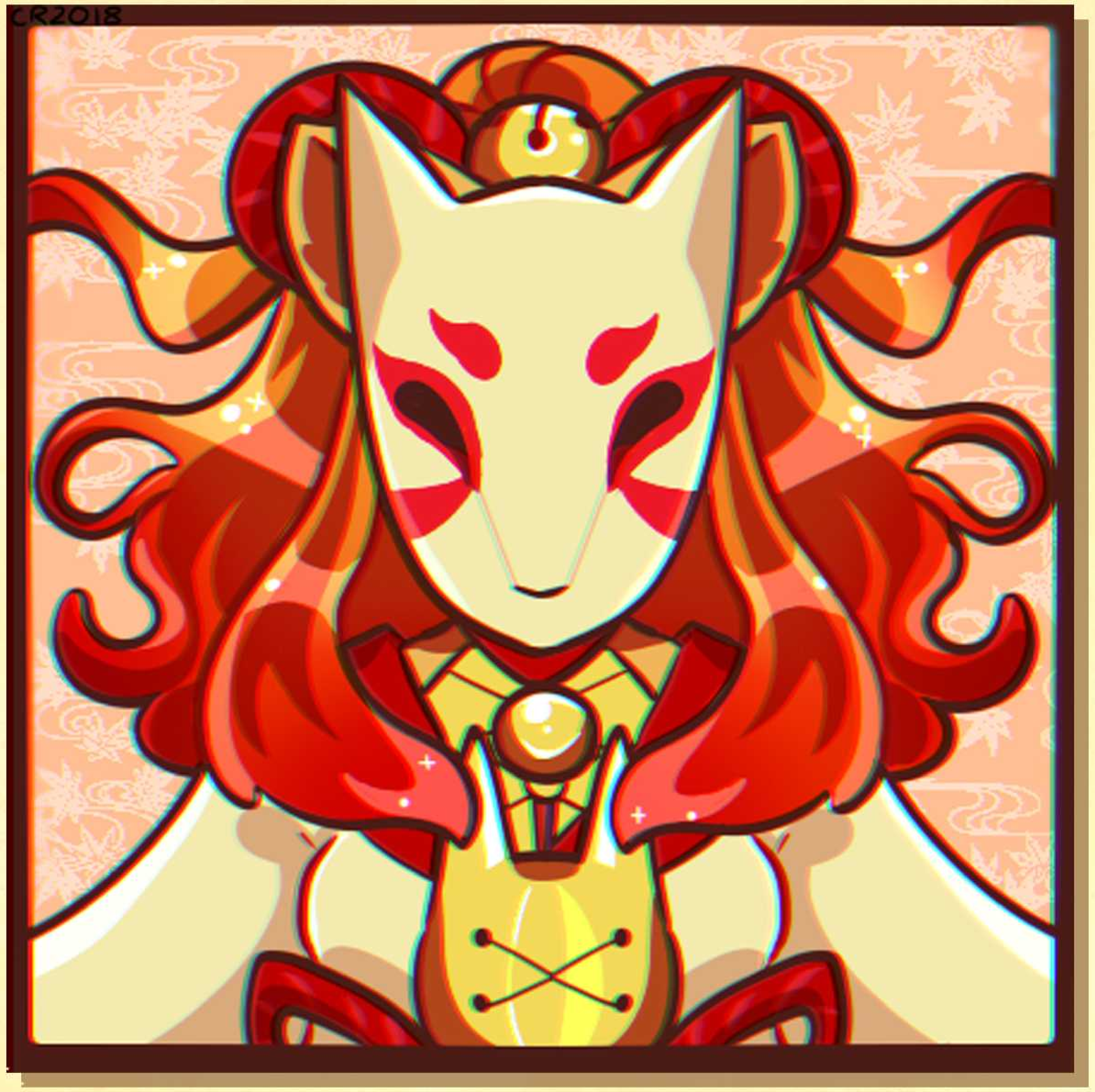
cerobs.png - 2017
TeleviQ


Mask ideas
1
2
3
Asriel reference
colored
4
5
6
OG Gaz's

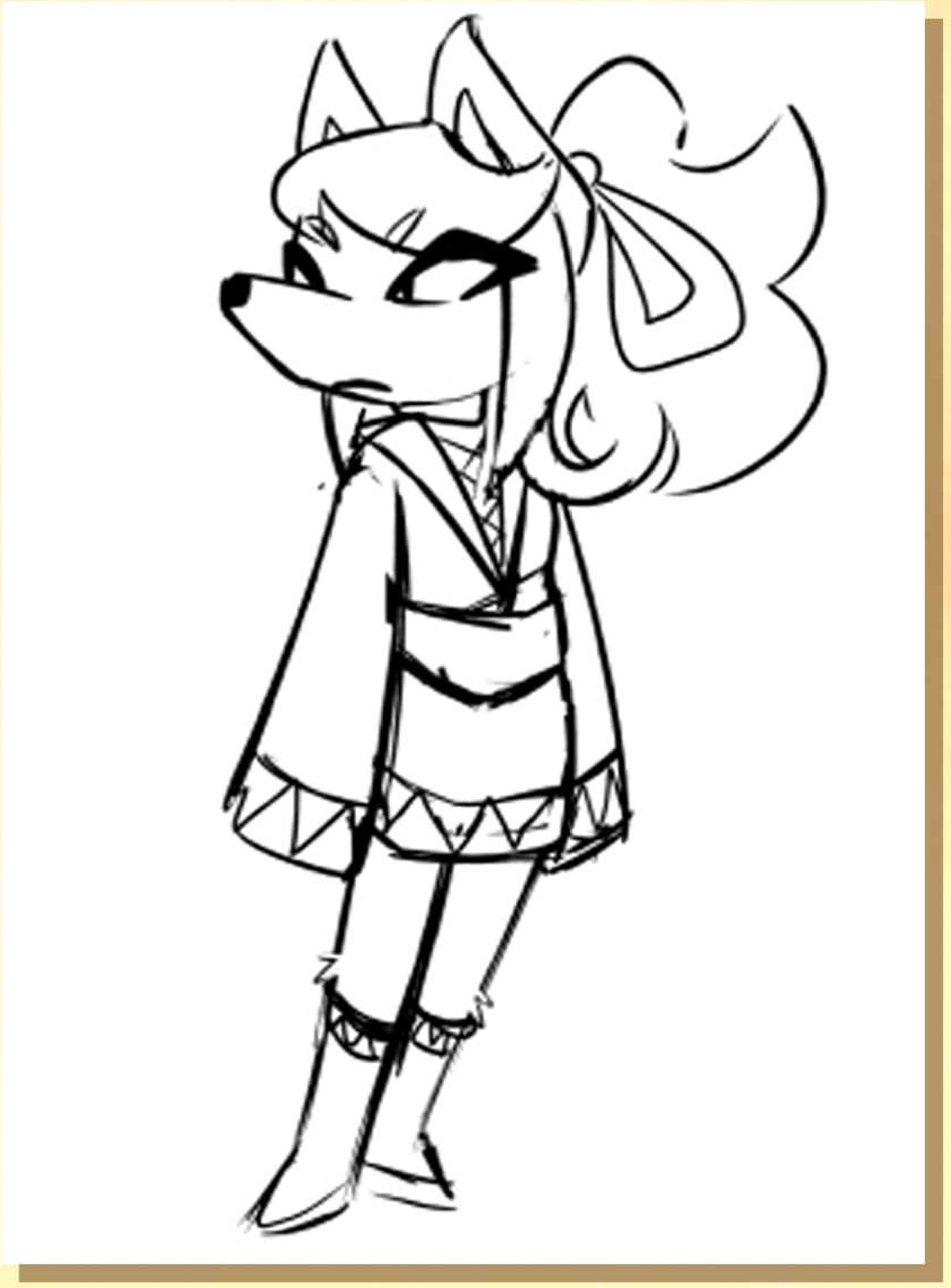
mask_ideas.png - 2017
NeroSensei



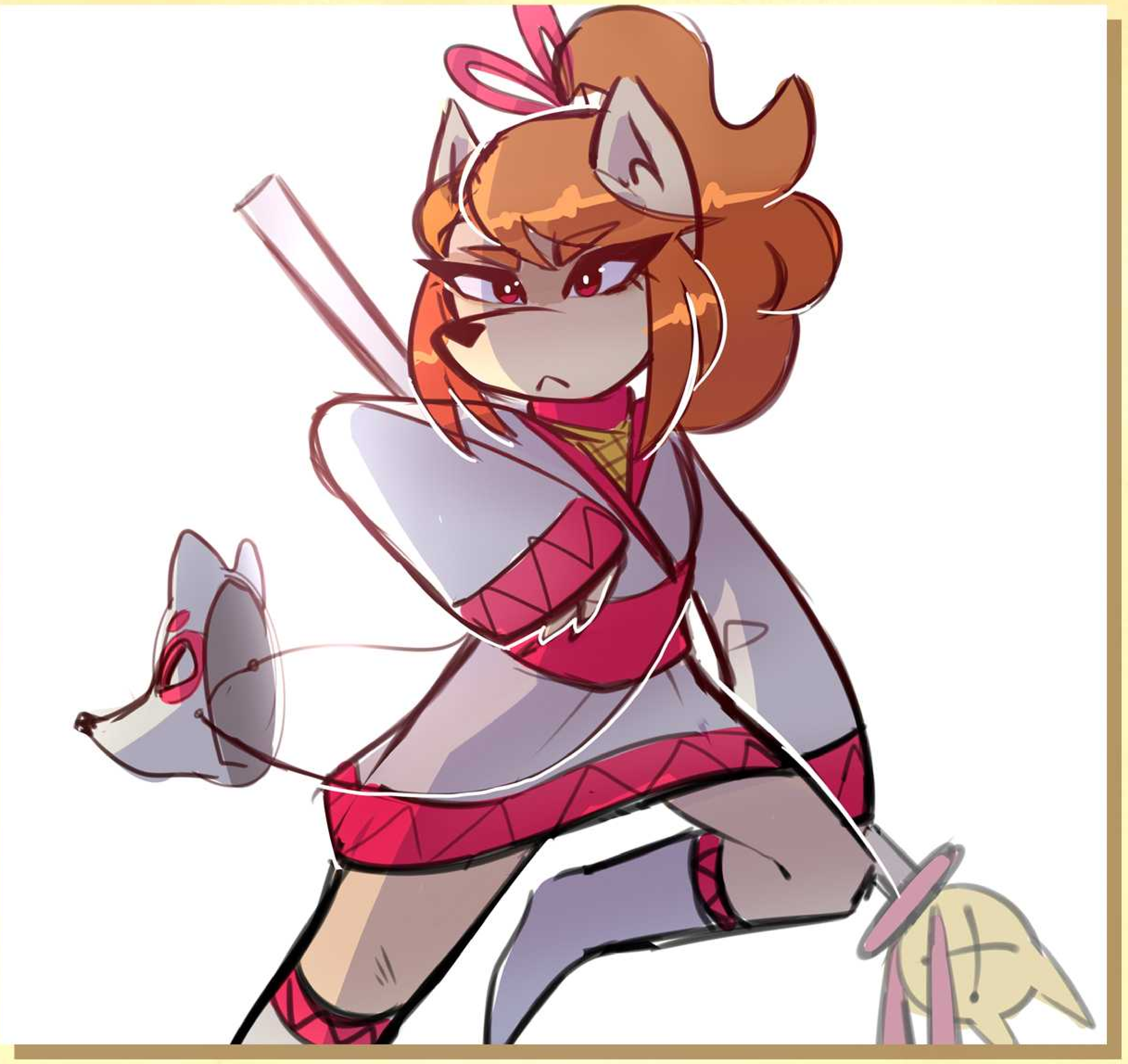
another_mask.png - 2017
NeroSensei



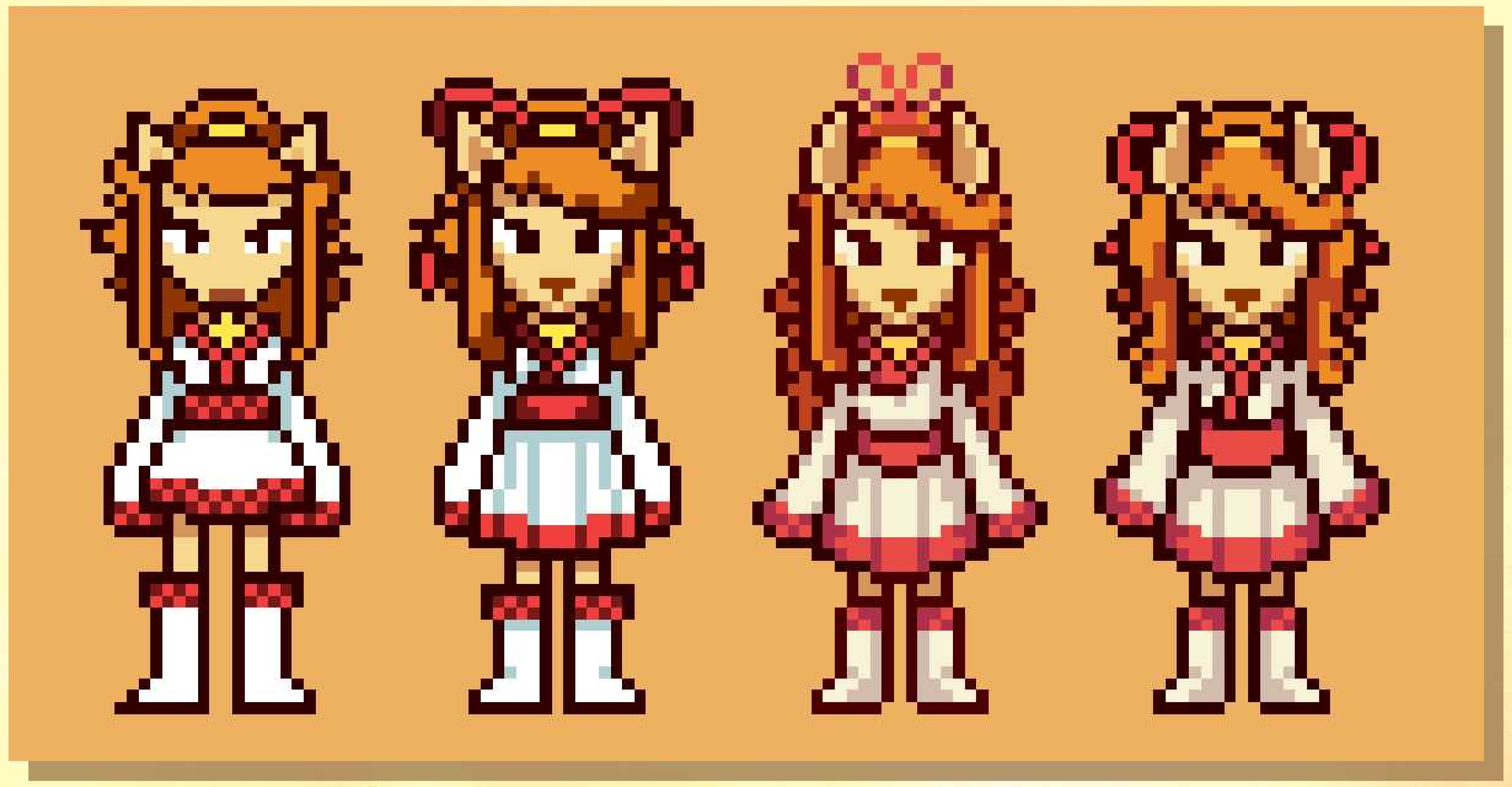
CerobaIcon.png - 2018
TeleviQ



cerobfig.png - 2018
Figburn

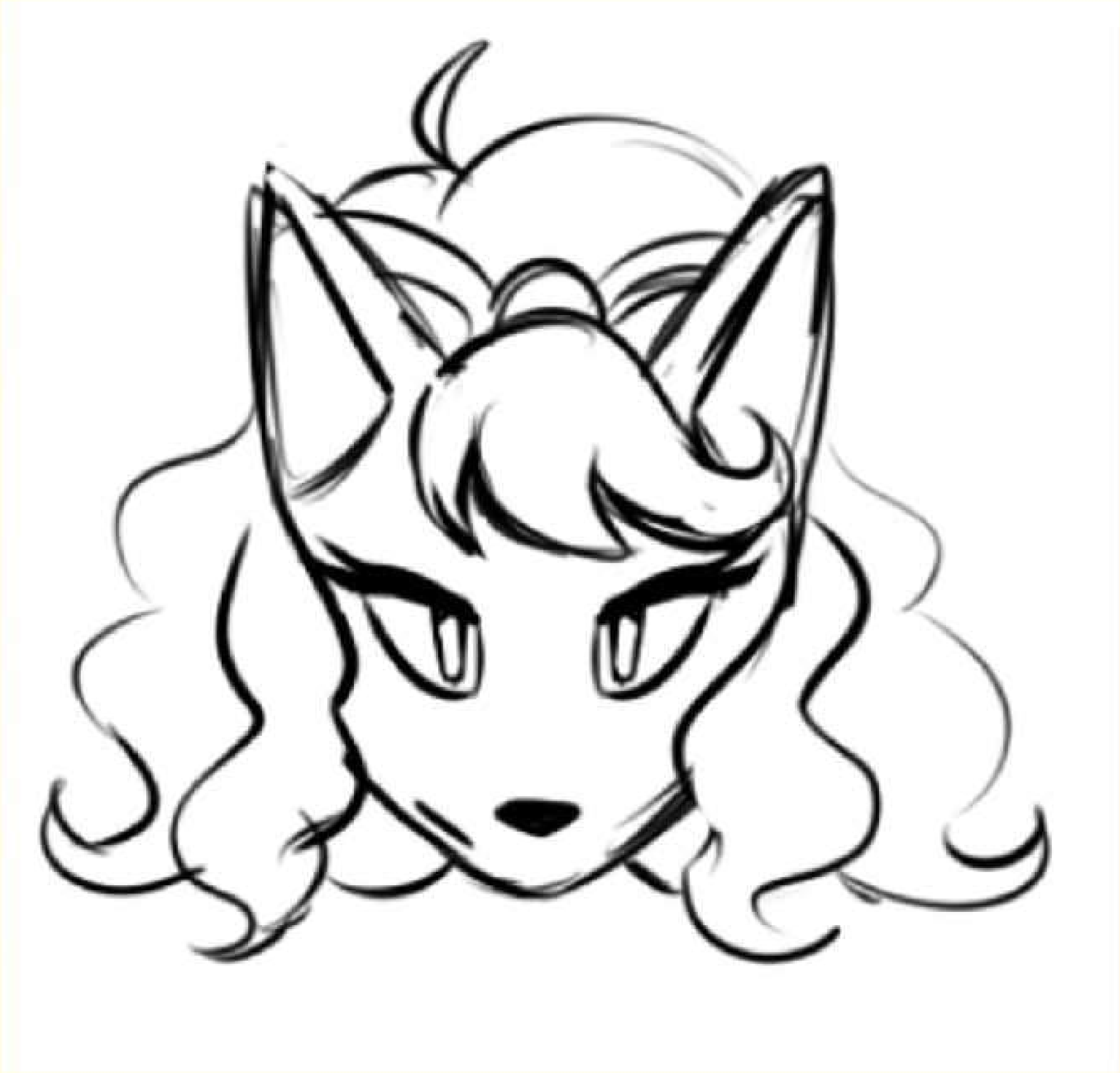


cerb.png - 2018
Figburn

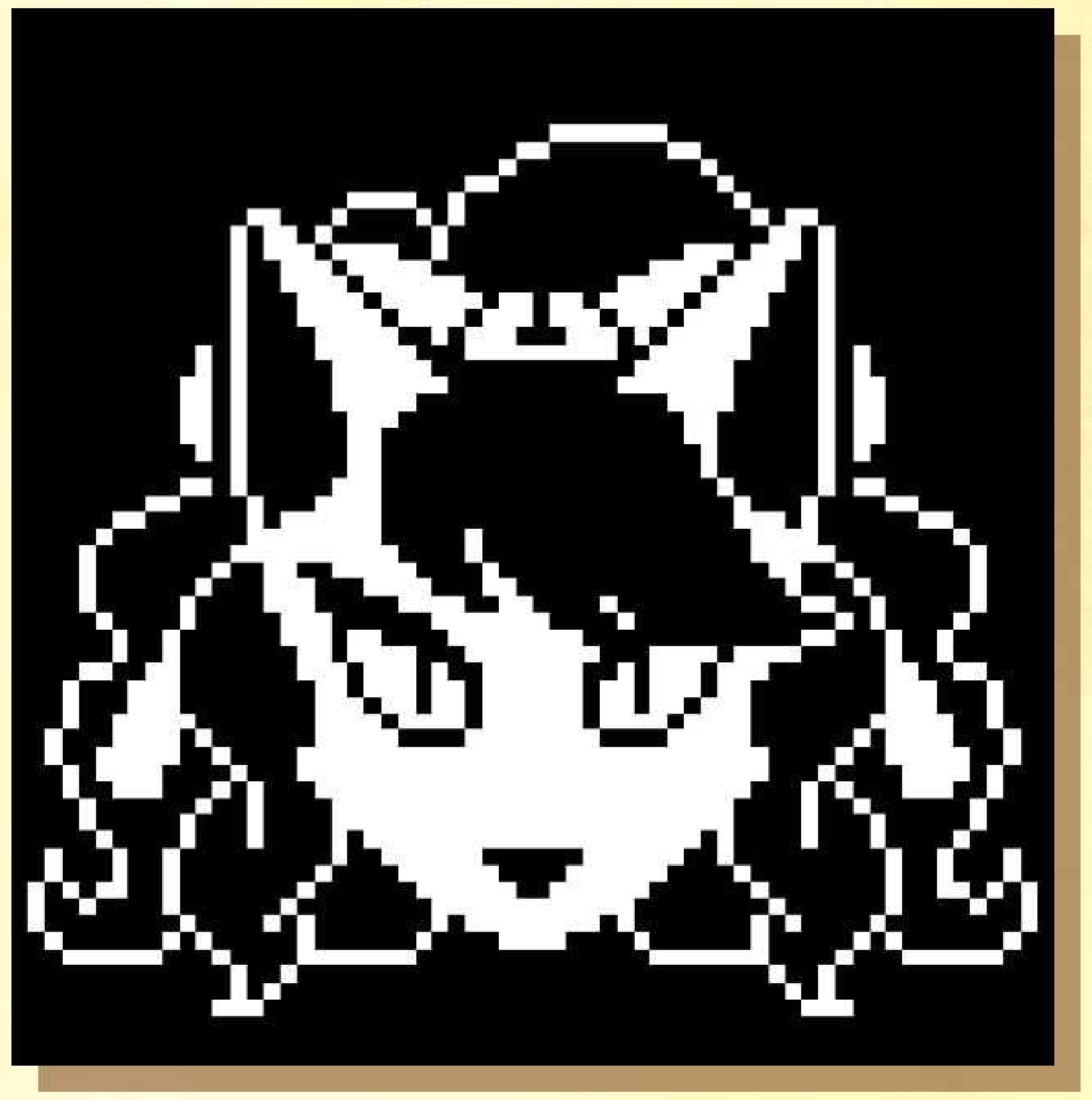


ceroba_sprite_evo.png - 2018-2019
TeleviQ, AWildDayDreamer.Bloquitodev,GlitchedPie

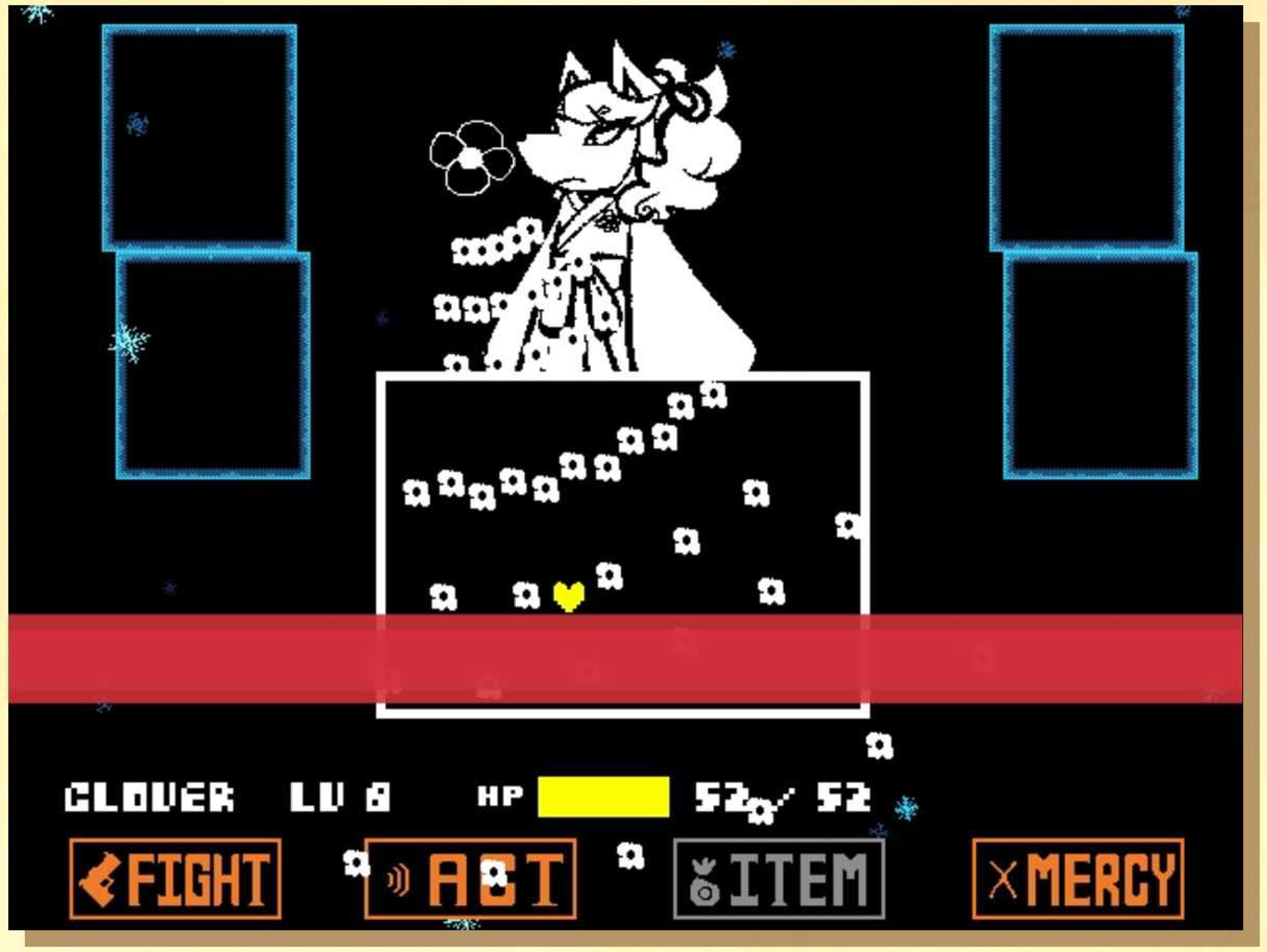
ceroba portrait idea.png - 2019
TeleviQ

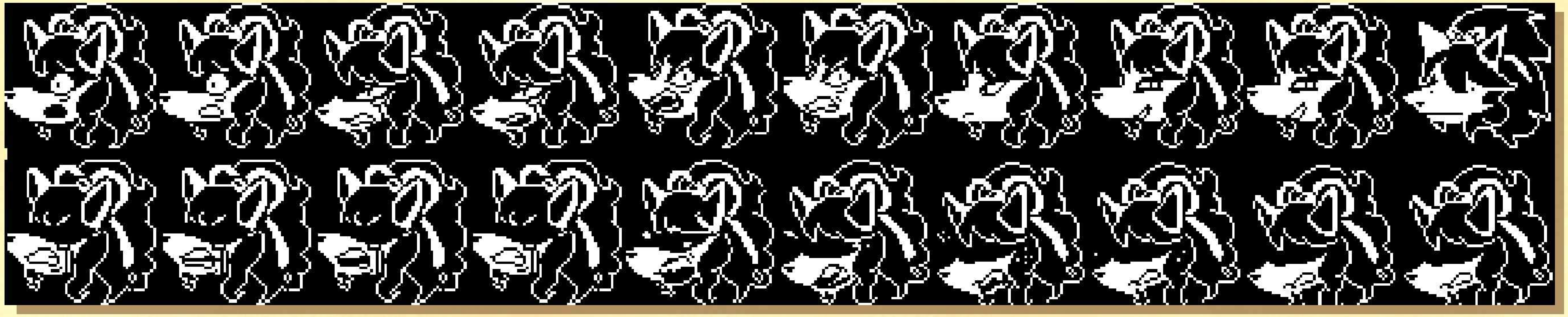


ceroba talk.png - 2019
TeleviQ



ceroba_test.mp4 - 2020
Spasco

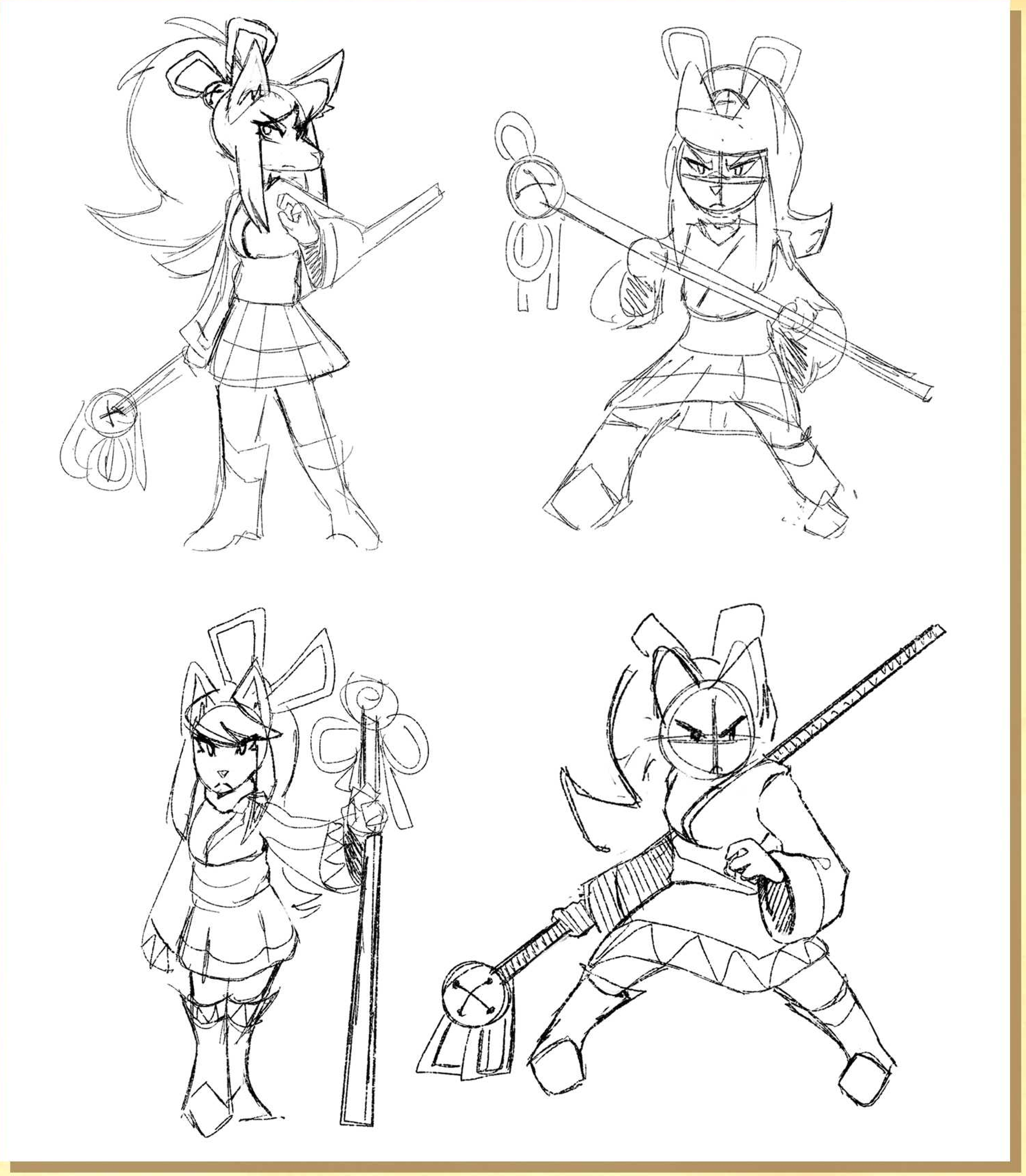




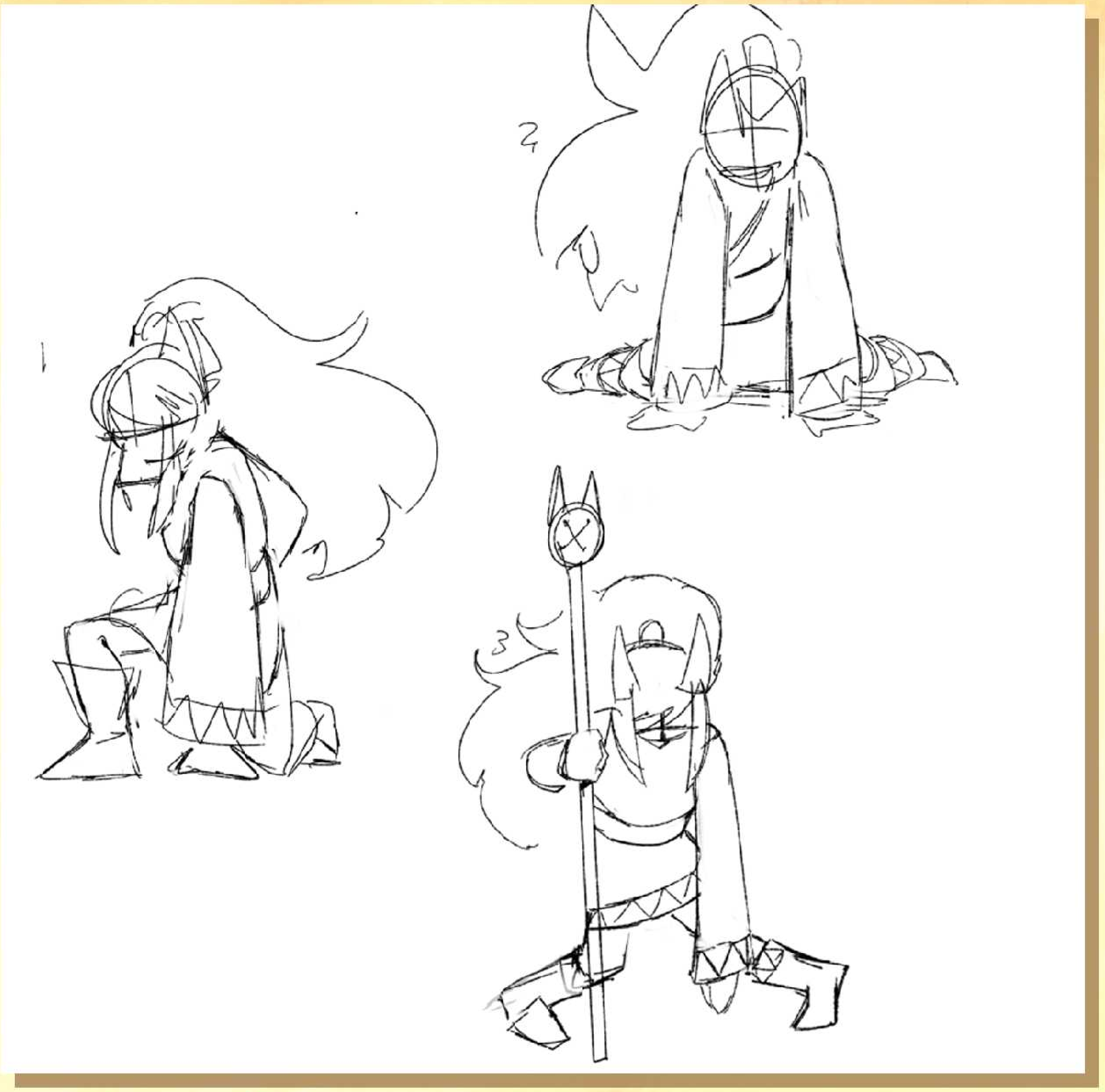
CerobaPortraitsUnused.png - 2019-2023
AeroArtwork,TeleviQ, AWildDayDreamer,DeadKat

I tried making some pretty intense portraits for a lot of the end game cutscenes, but they got reeled back a bit. I even tried pitching an idea that during some intense dialouge boxes, they would be fully animated. People liked the idea but the engine/time didn't allow it. The unused animation is for when she tells Starlo to “Shut Up!”

- Aero



pose_concept.png - 2020
Figburn

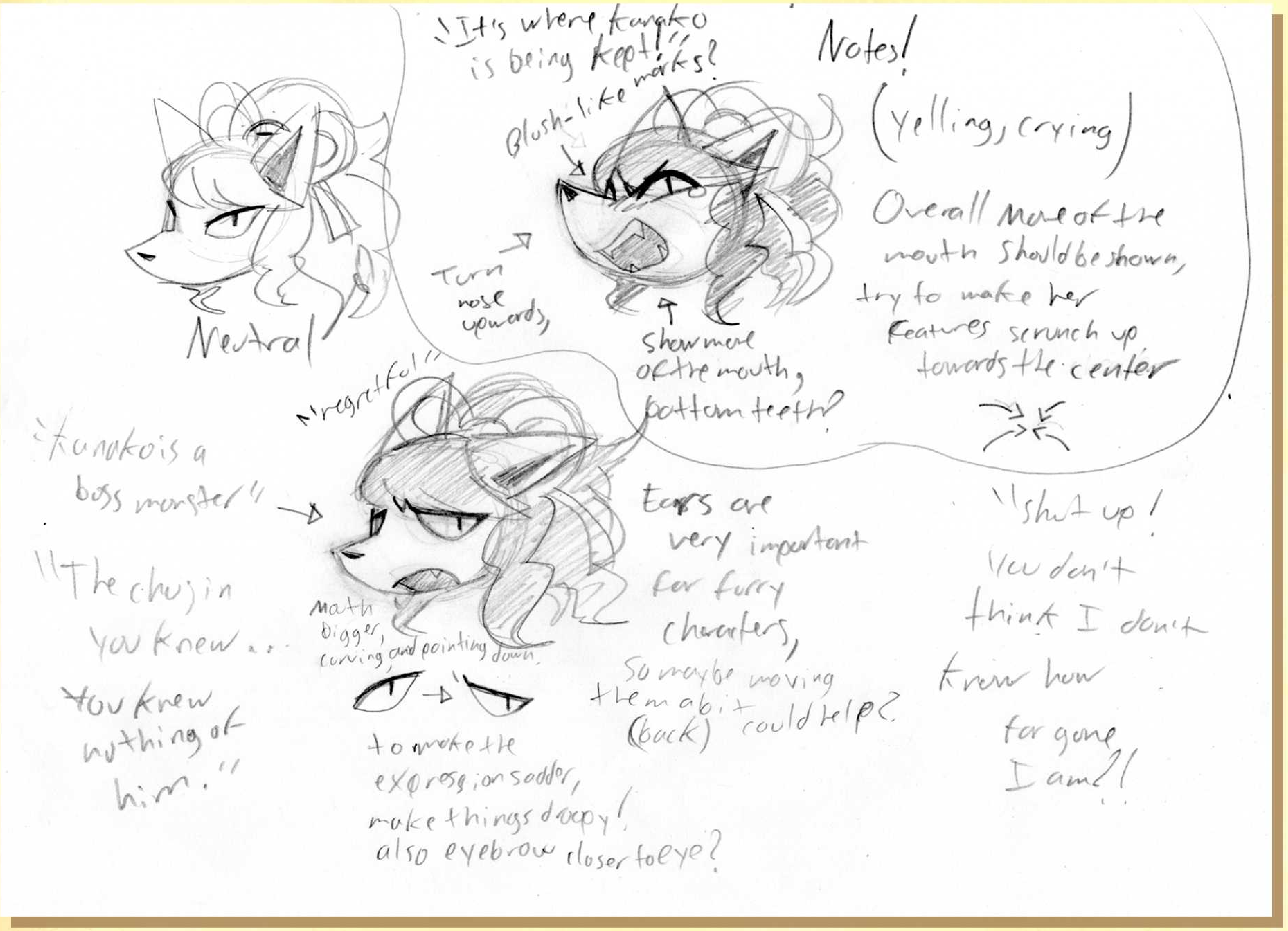


ceroba_death.png - 2020
Figburn

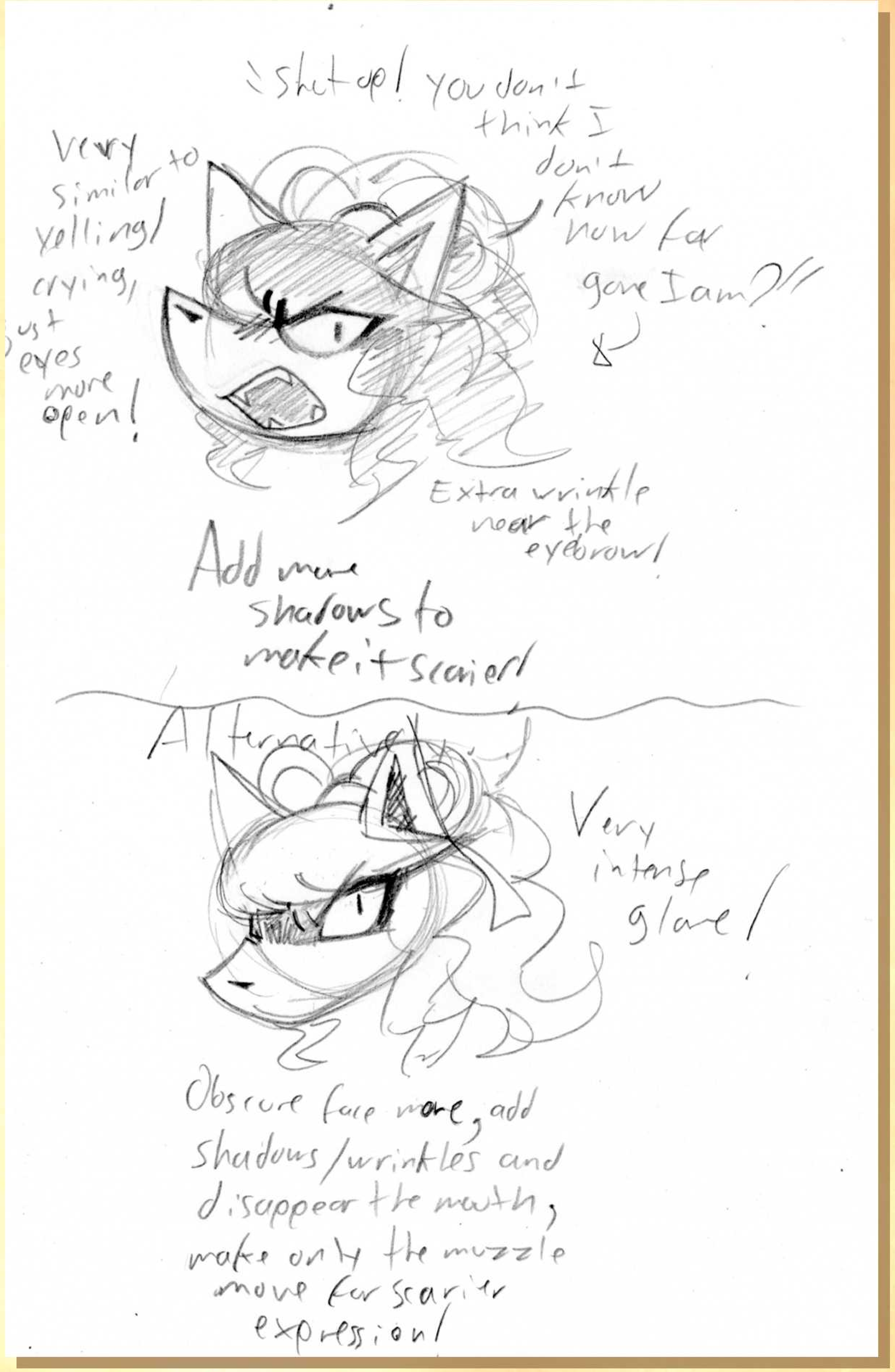
The main reason Ceroba was chosen for a no mercy fight over Starlo - besides characterization, was because we developed all three routes concurrently.
While we were making Starlo’s fight, we wanted to switch things up, so we jumped at the chance to make our first Ceroba fight.

Looking back, it all could’ve been handled with more grace, as the no mercy route did become somewhat of an afterthought at times, but it’s still a cool fight that shows a scrappier side of Ceroba.

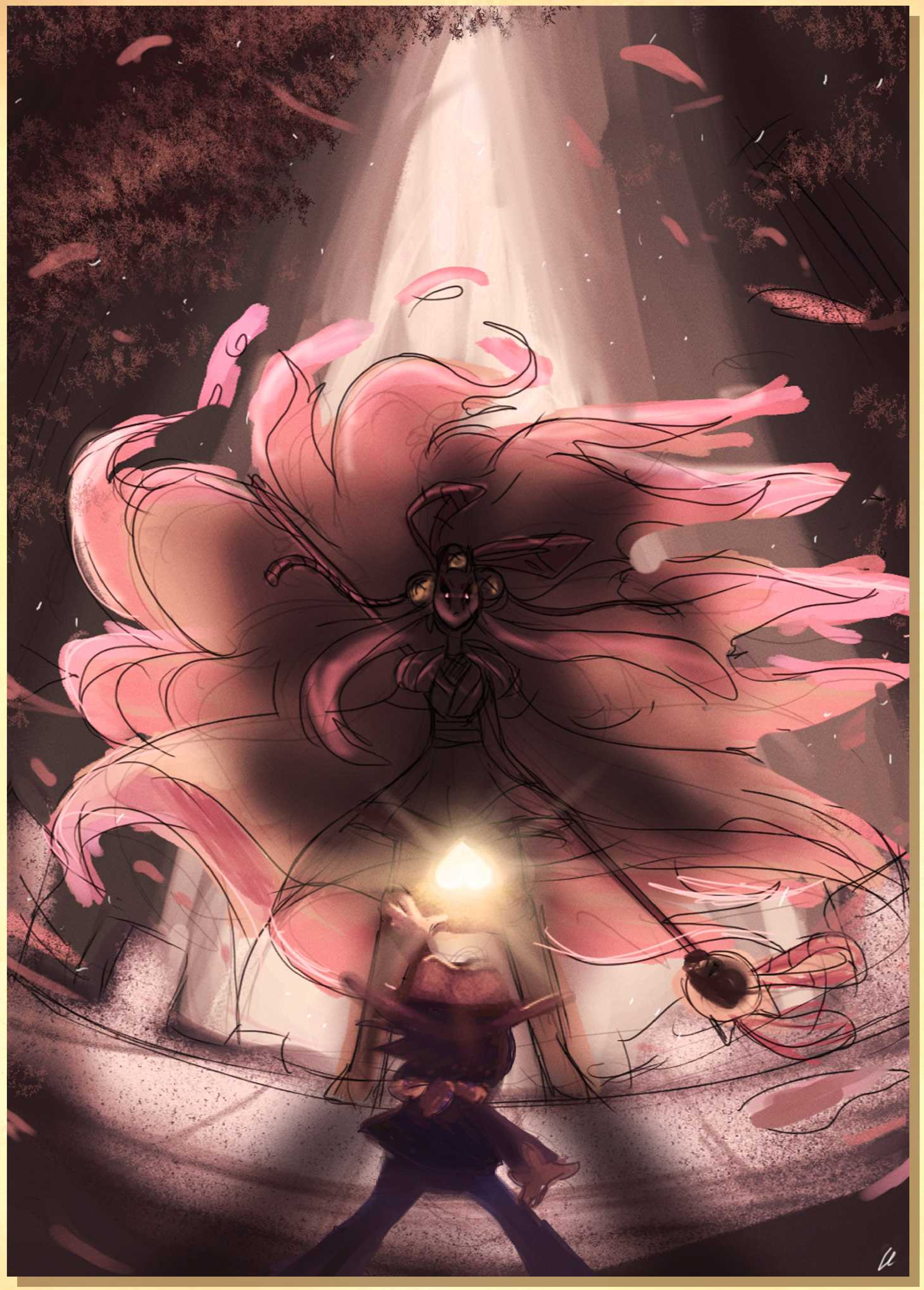
- Sword


"It's where Kanako is being kept!"
Notes!
(Yelling, crying)
Blush-like marks?
Neutral
Turn nose upwards,
Show more of the mouth, bottom teeth?
Overall more of the mouth should be shown, try to make her features scrunch up towards the center
"regretful"
"Kanako is a boss monster"
"The chujin you knew...
You knew nothing of him."
Mouth bigger, curving and pointing down,
to make the expression sadder, make things droopy!
also eyebrow closer to eye?
Ears are very important for furry characters, so maybe moving them a bit (back) could help?
"Shut up! You don't think I don't know how far gone I am?!"

roba faces 1.png - 2022
NeroSensei


"Shut up! You don't think I don't know how far gone I am?!"
Very similar to yelling/crying, just eyes more open!
Extra wrinkle near the eyebrow!
Add more shadows to make it scarier!
Alternatively...
Very intense glare!
Obscure face more, add shadows/wrinkles and disappear the mouth, make only the muzzle move for scarier expression!

roba faces 2.png - 2022
NeroSensei



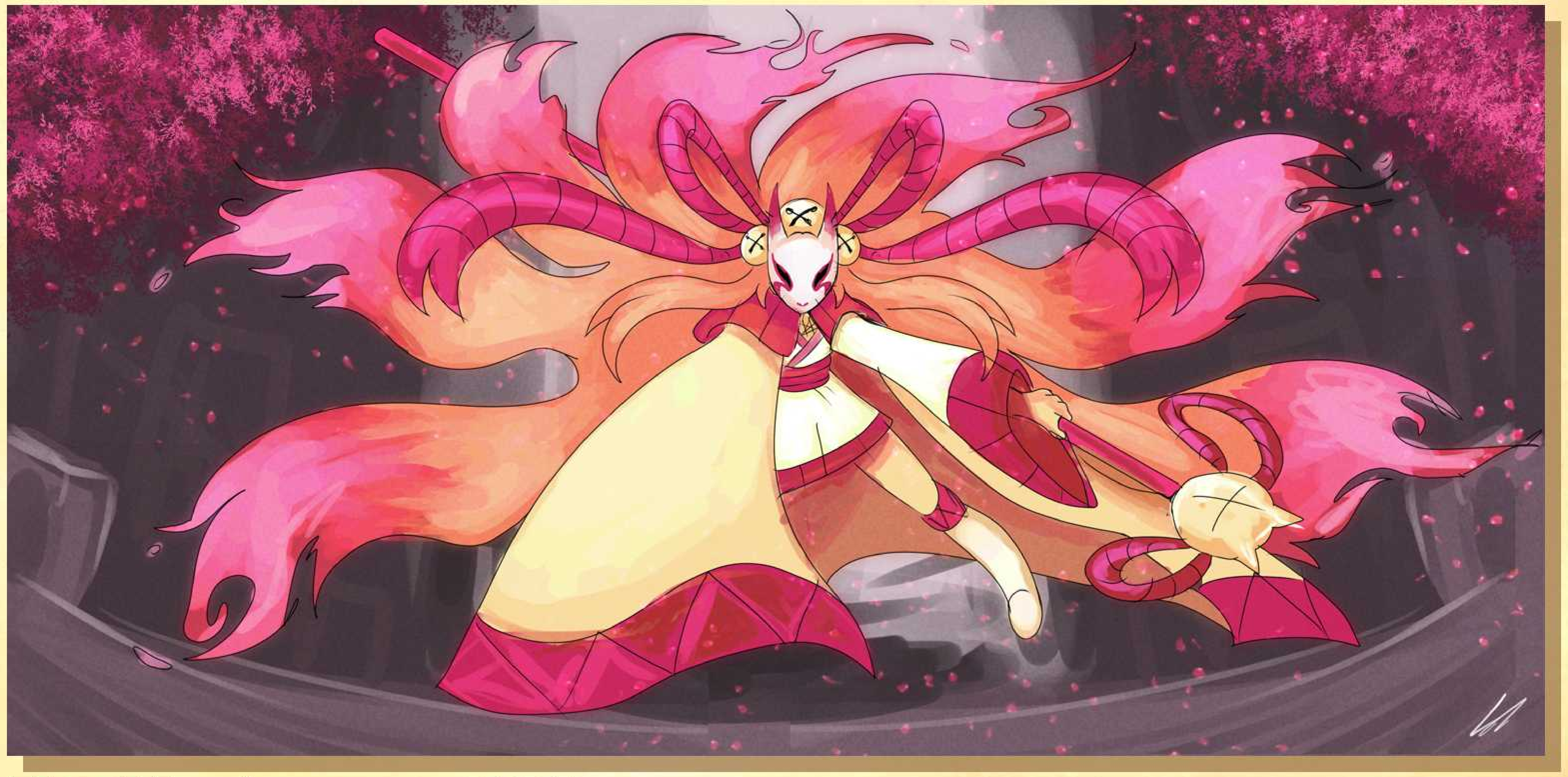
A Mothers love.png - 2023
AeroArtwork

I was a big fan of Undertale Yellow before I ever joined the development team. After playing the Demo back in 2016, I knew Yellow was going to be special. I didn't know how yet, but I just knew. Six years later, I somehow found myself at the forefront of helping design the games Pacifist final boss.

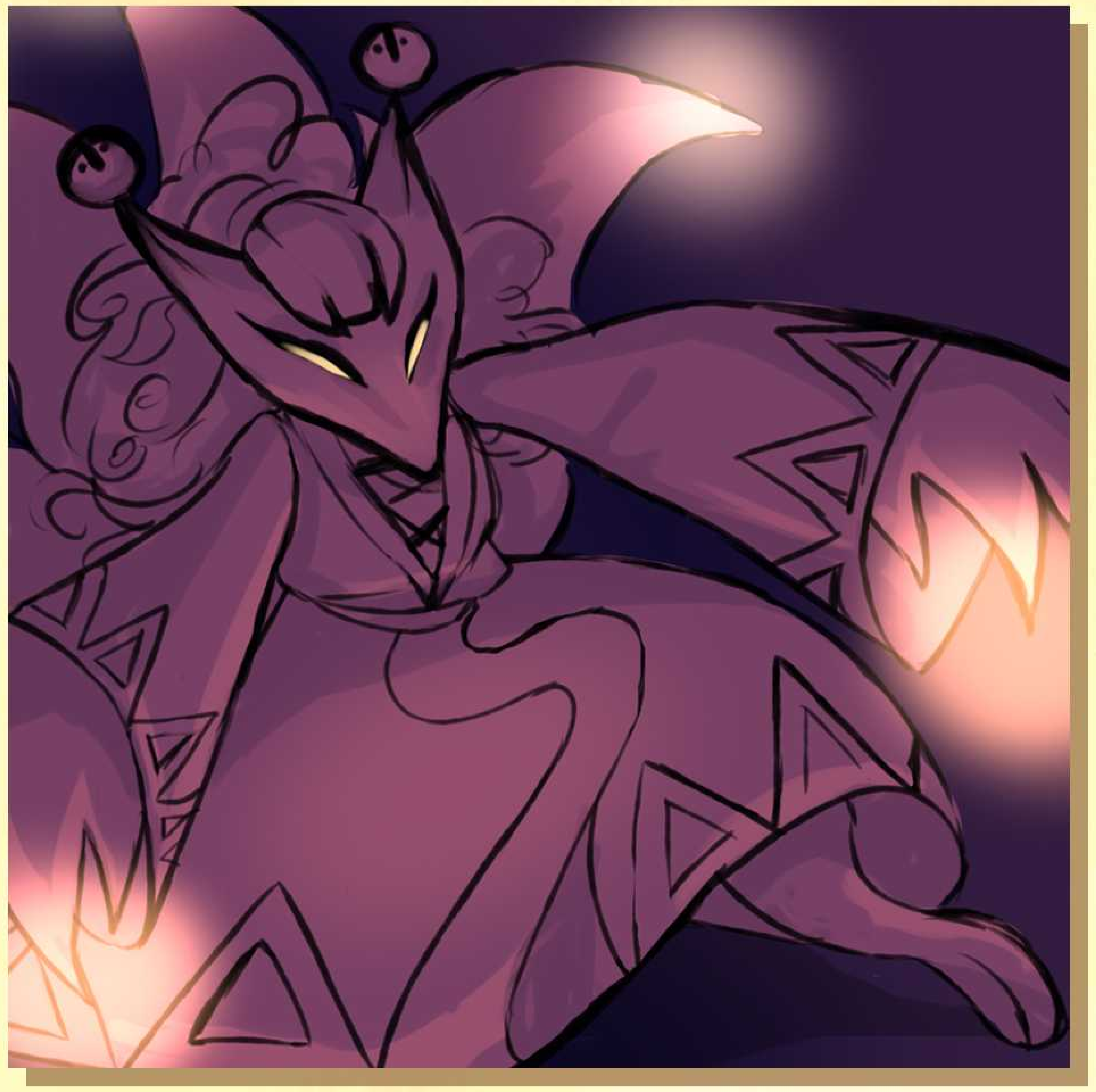
Obviously this was a team effort and I worked off of a lot of existing ideas and writing, but I like to think I really brought a lot to the table. Making the final boss for a prequel to one of the most acclaimed games of all time was never going to be an easy task.

It needed to be emotional, intense, and animated as I was possibly allowed to do. It was undoubtedly the most important task I was ever given in my art career and I was ready for it. Just a big thank you to everyone who enjoyed it and everyone who put it together!

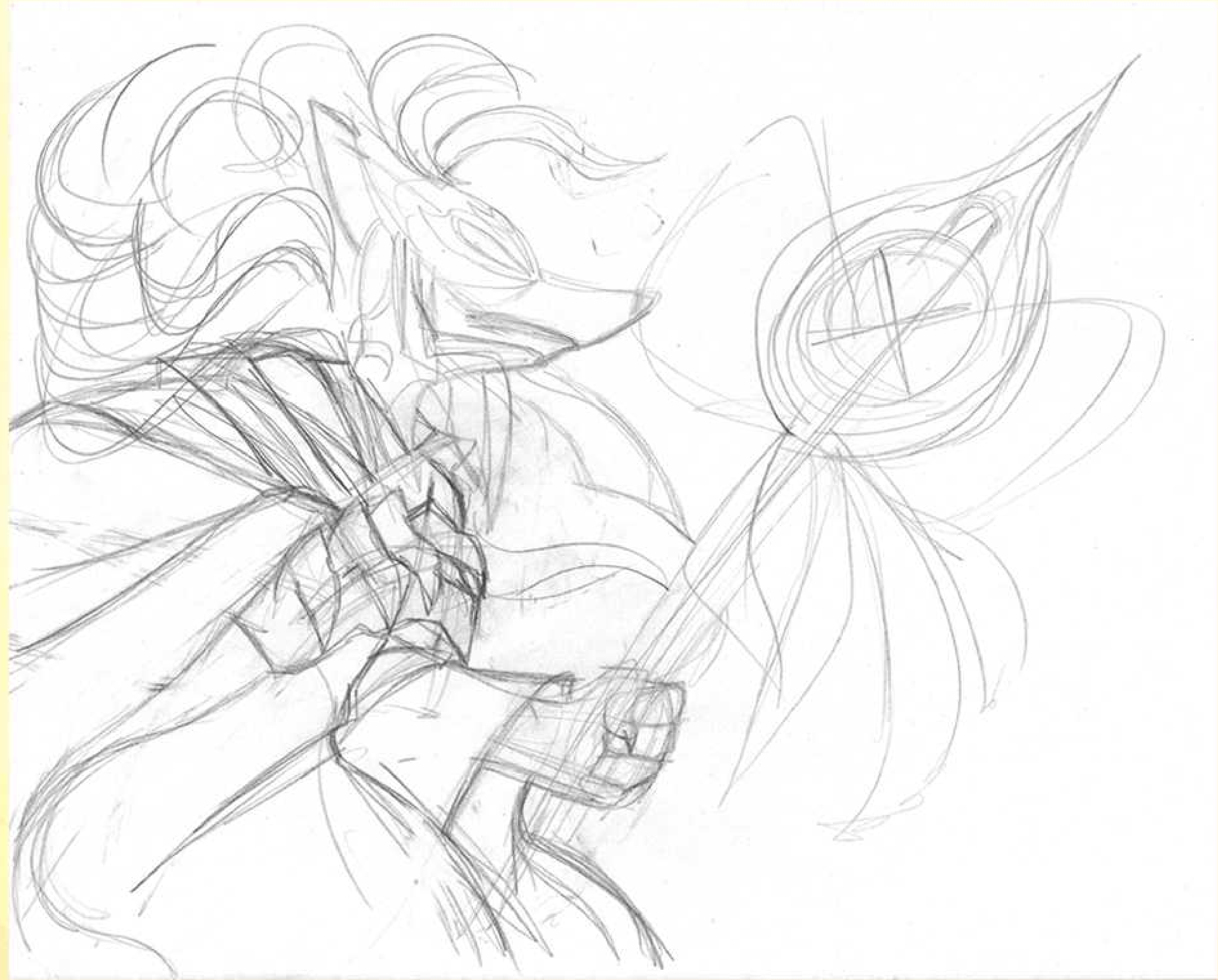
- Aero



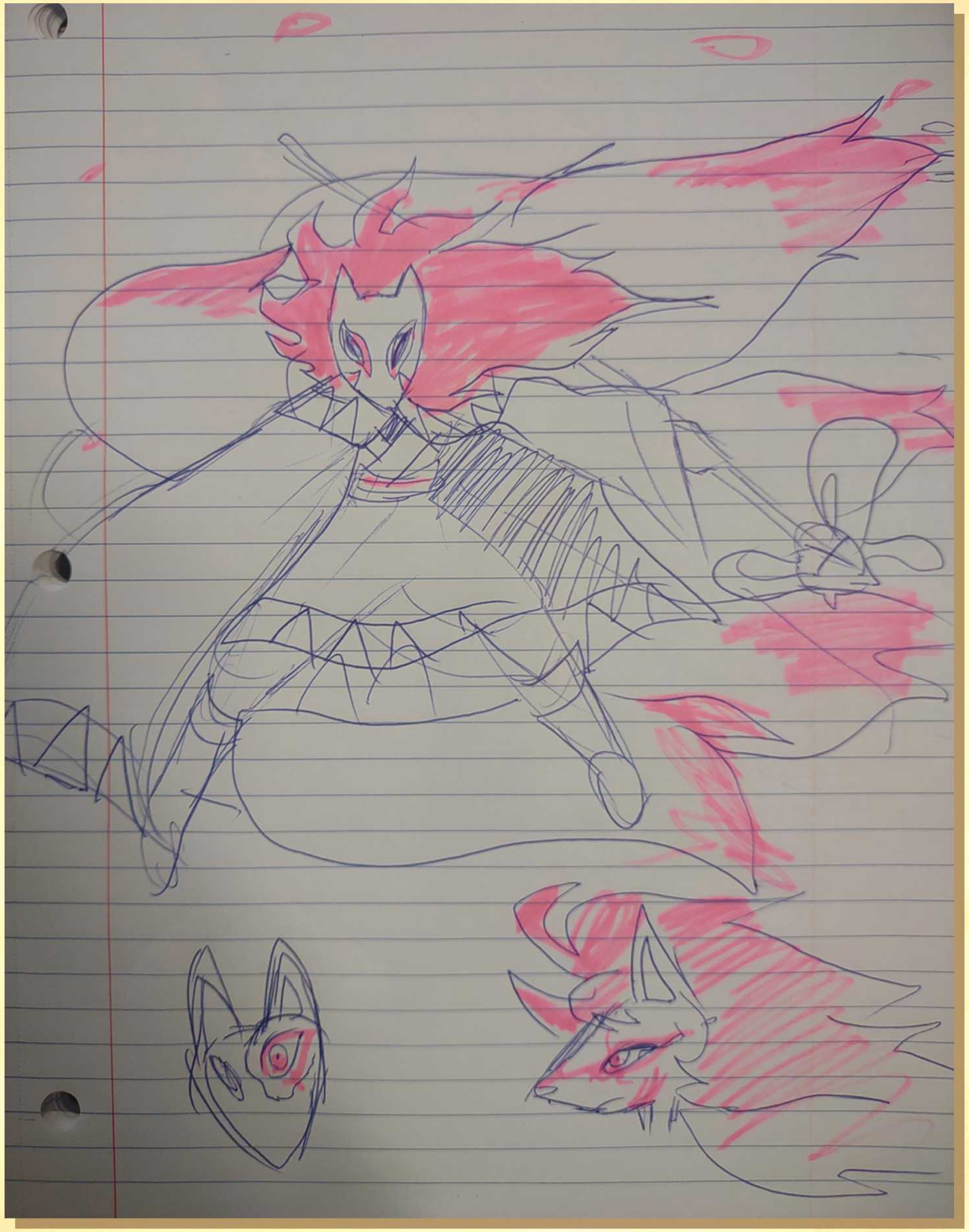
FinalDesign.png - 2022
AeroArtwork



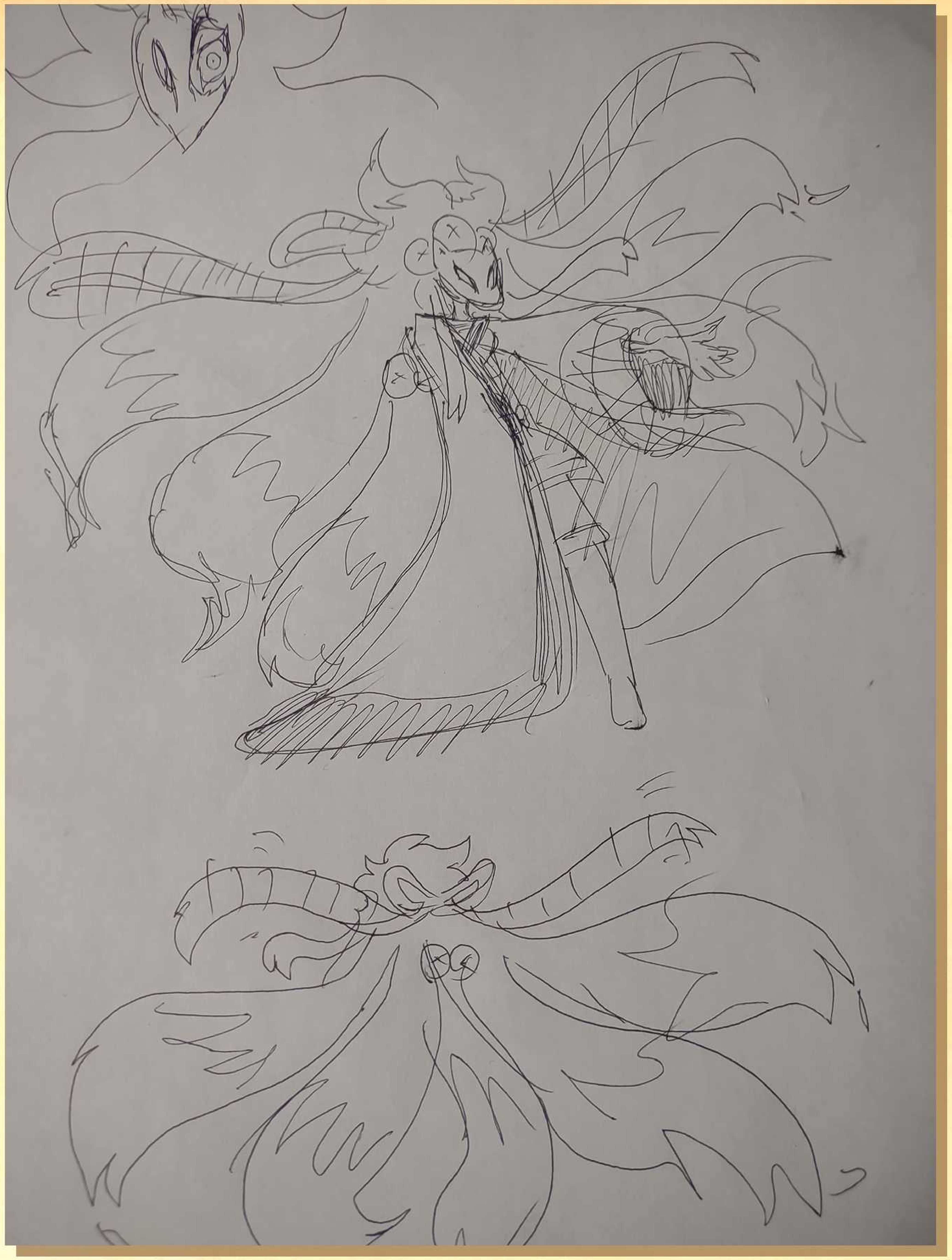
cerob.png - 2018
TeleviQ



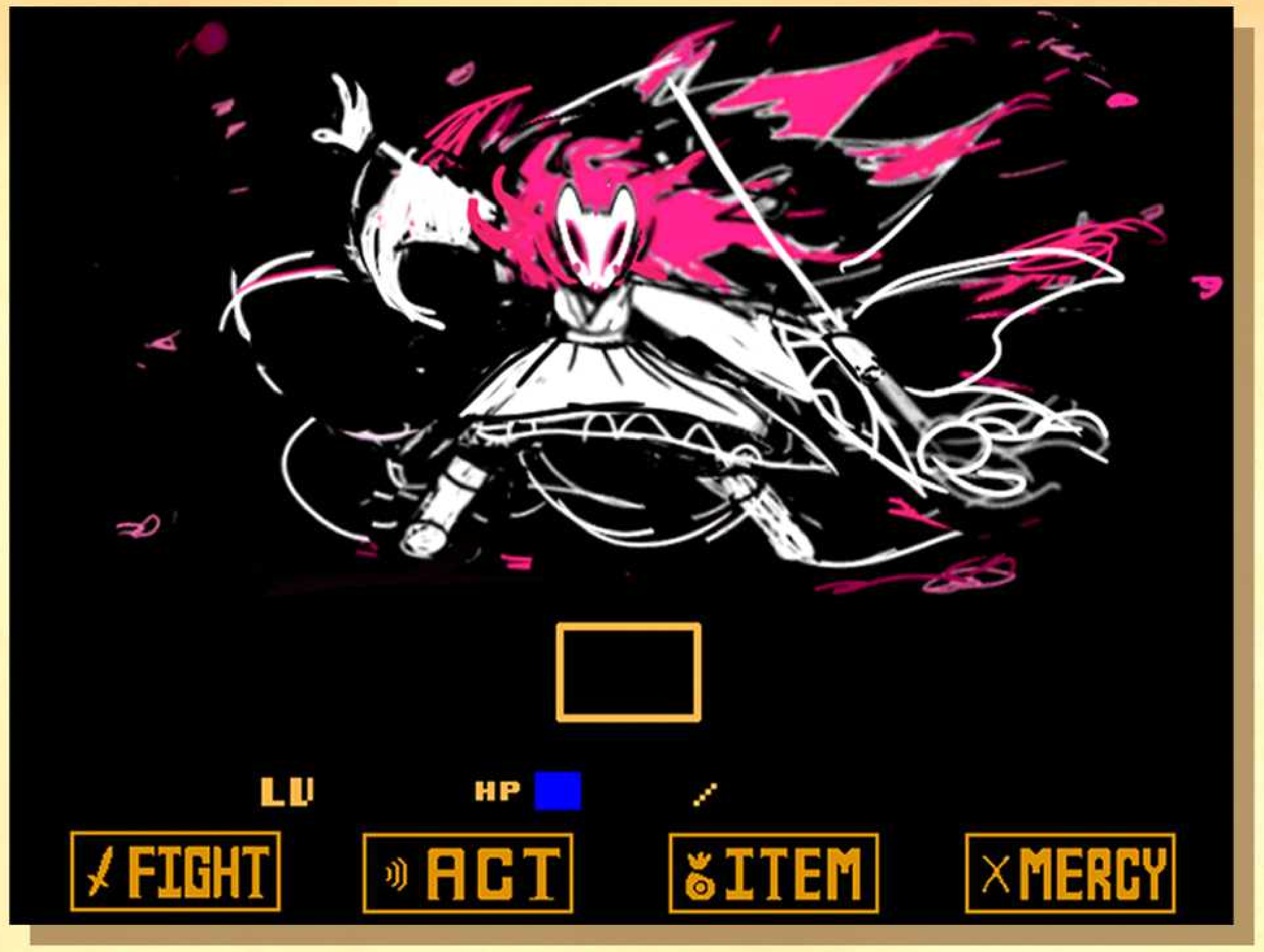
Cerobs doin' that boss thing.png - 2018
NeroSensei



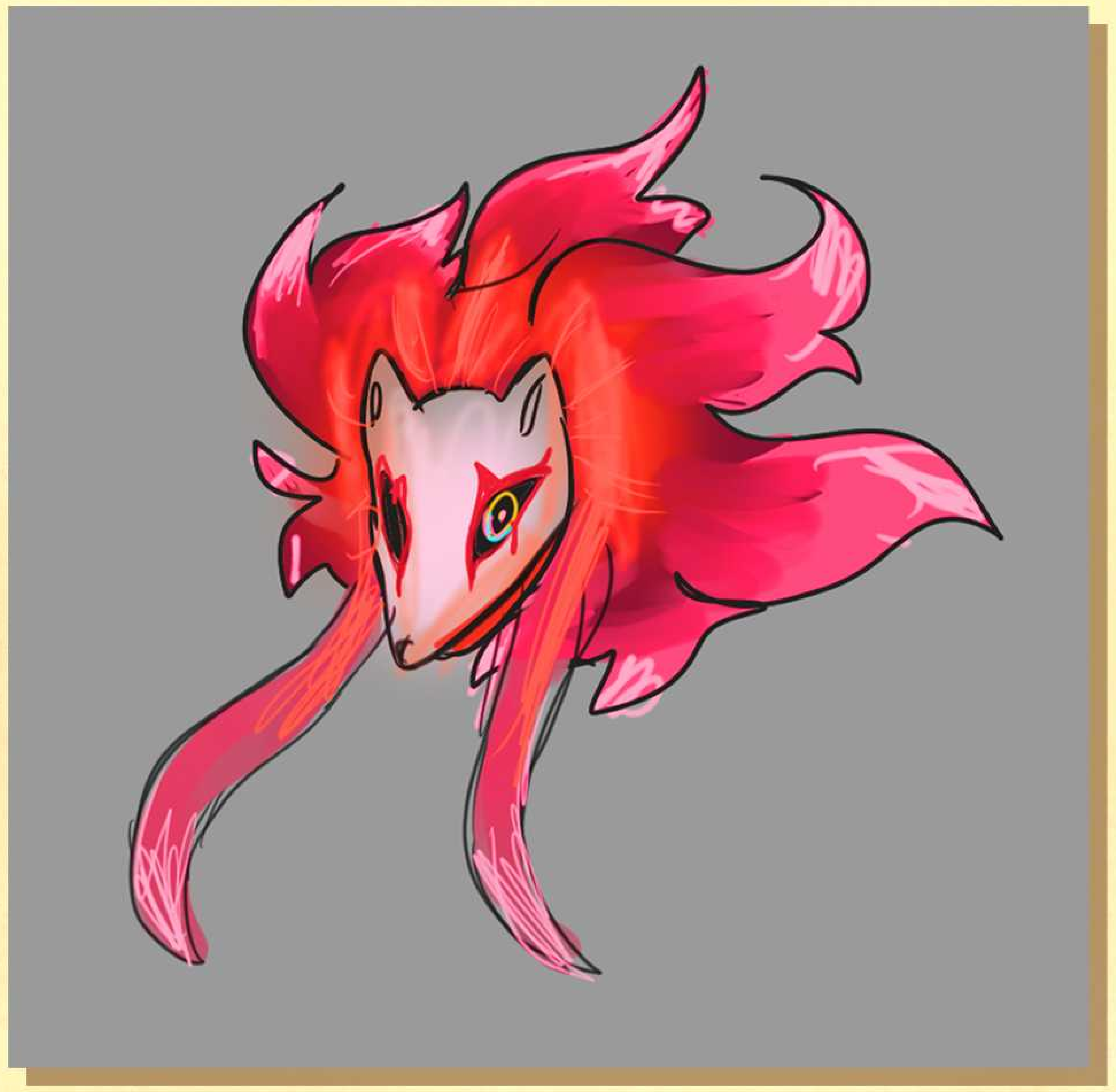
Mask Roba 1.png - 2022
AeroArtwork



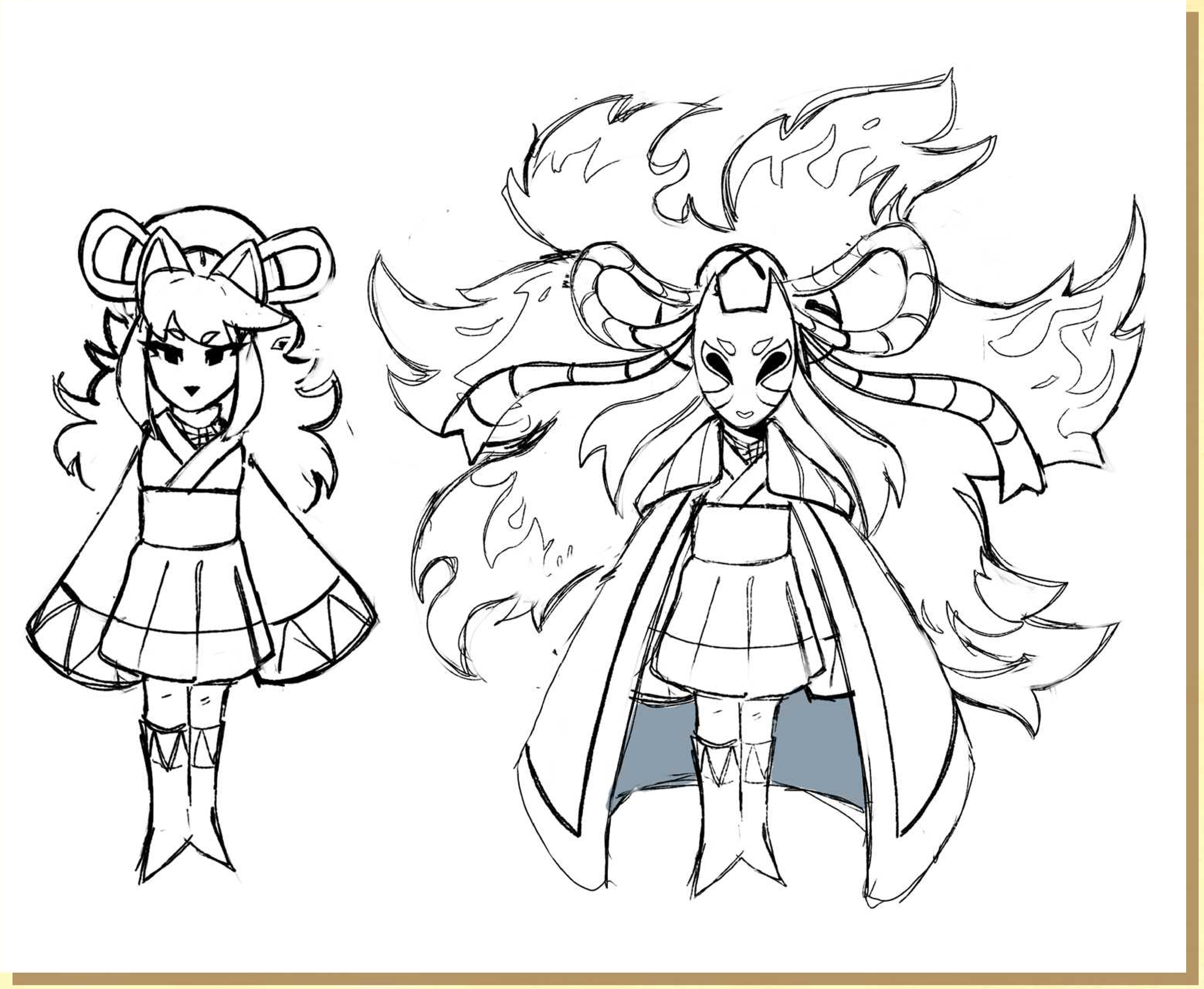
hairoba.png - 2022
AeroArtwork
A calling card to an AeroArtwork design is big and over the top hair. Ceroba was no diffrent. I thought her hair looking like tails would be a neat subversion and design trait.
- Aero



mask roba 2.png - 2022
AeroArtwork

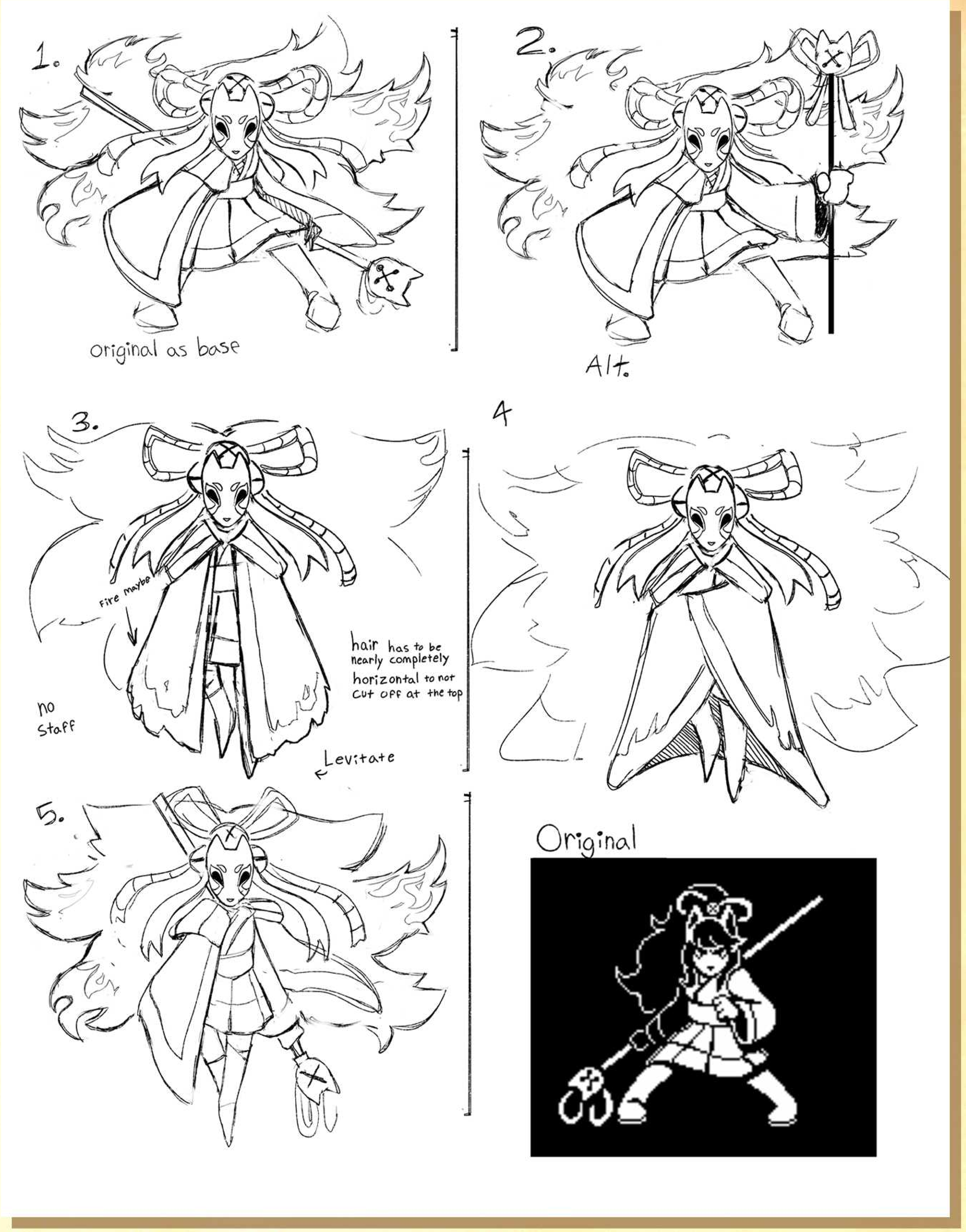


CrazyFireHair.png - 2022
AeroArtwork

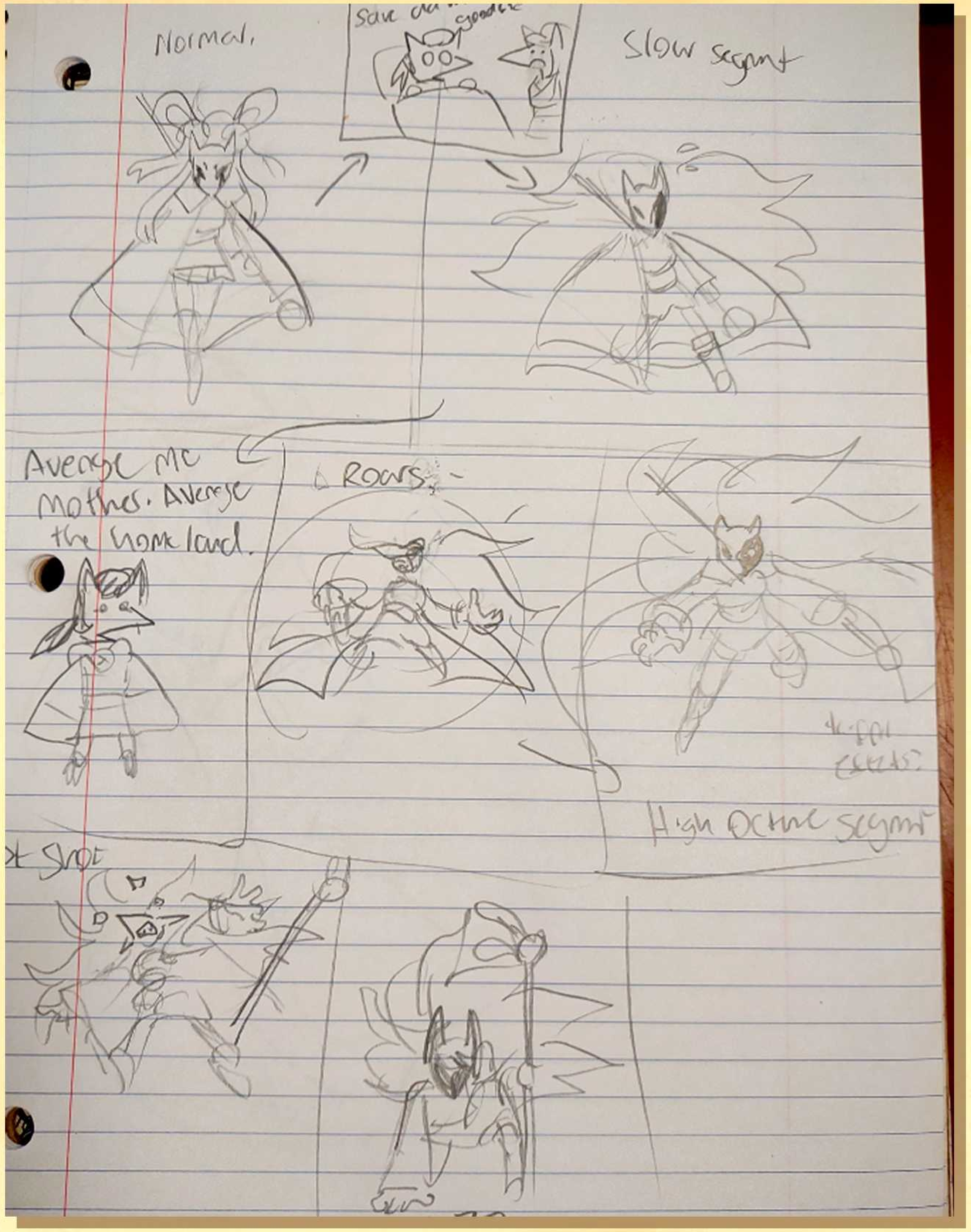


Ceroba thing.png - 2022
Figburn
This design has a lot of parts, so it was important to plan ahead how they'd be sectioned off to keep everything visible.

From there, Aero's keen eye for dramatic posing and ambition led to the many great moments in the fight, while I was in charge of general clean up!
- Fig


1.
Original as base
2.
Alt.
3.
Fire maybe
no Staff
hair has to be nearly completely horizontal to not cut off at the top
Levitate
4
5.
Original

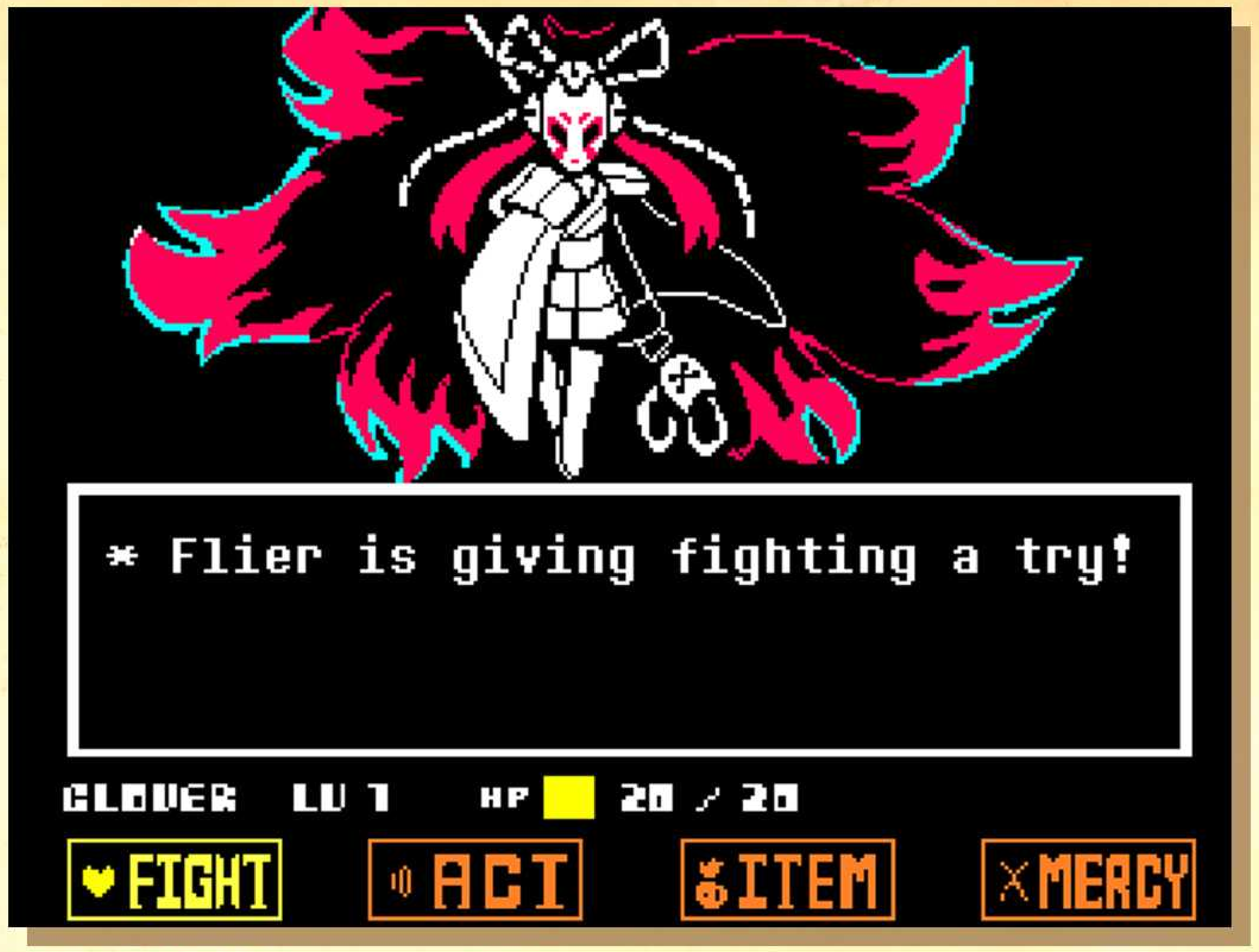
Ceroba Phase 2 Poses.png - 2022
Figburn
Originally, Sword wanted Ceroba too stay in her cloak form, but I thought it was kind of limited for cool posing. The hidden cloak form did make for a cool opening reveal though.
- Aero


Normal.
Slow segmnt
Avenge Me mother. Avenge the home land.
Roars
High Octane segmnt
t Shot

CerobaBattleFlowChart.png - 2022
AeroArtwork

Originally, the diffrent phases of the Final Ceroba fight was gonna have a unqiue pose. A ton of animations went unused for those. They had to reel me back so we didn't spend so much time animating.

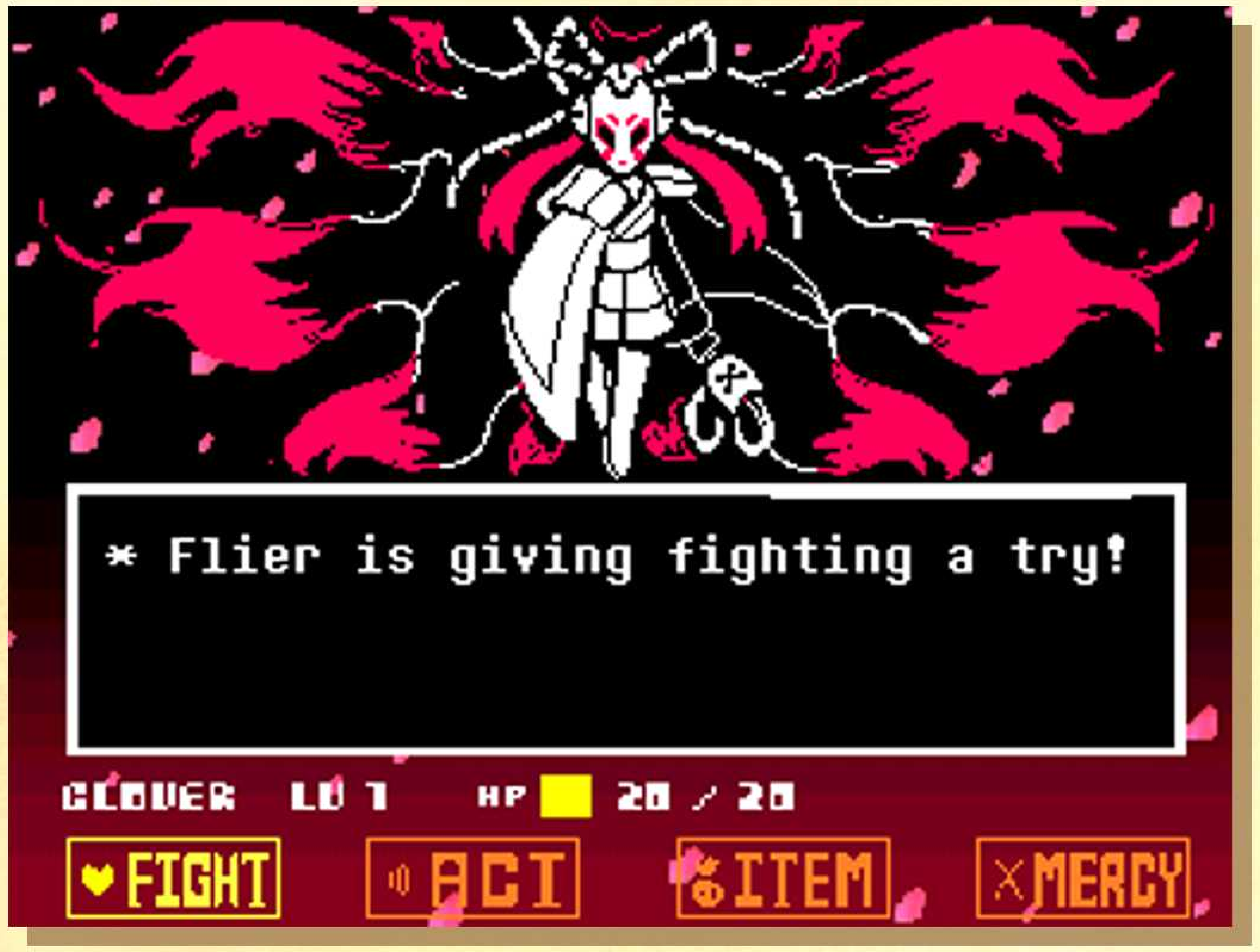
- Aero



* Flier is giving fighting a try!

CLOVER LV 1 HP 20 / 20
FIGHT
ACT
ITEM
MERCY

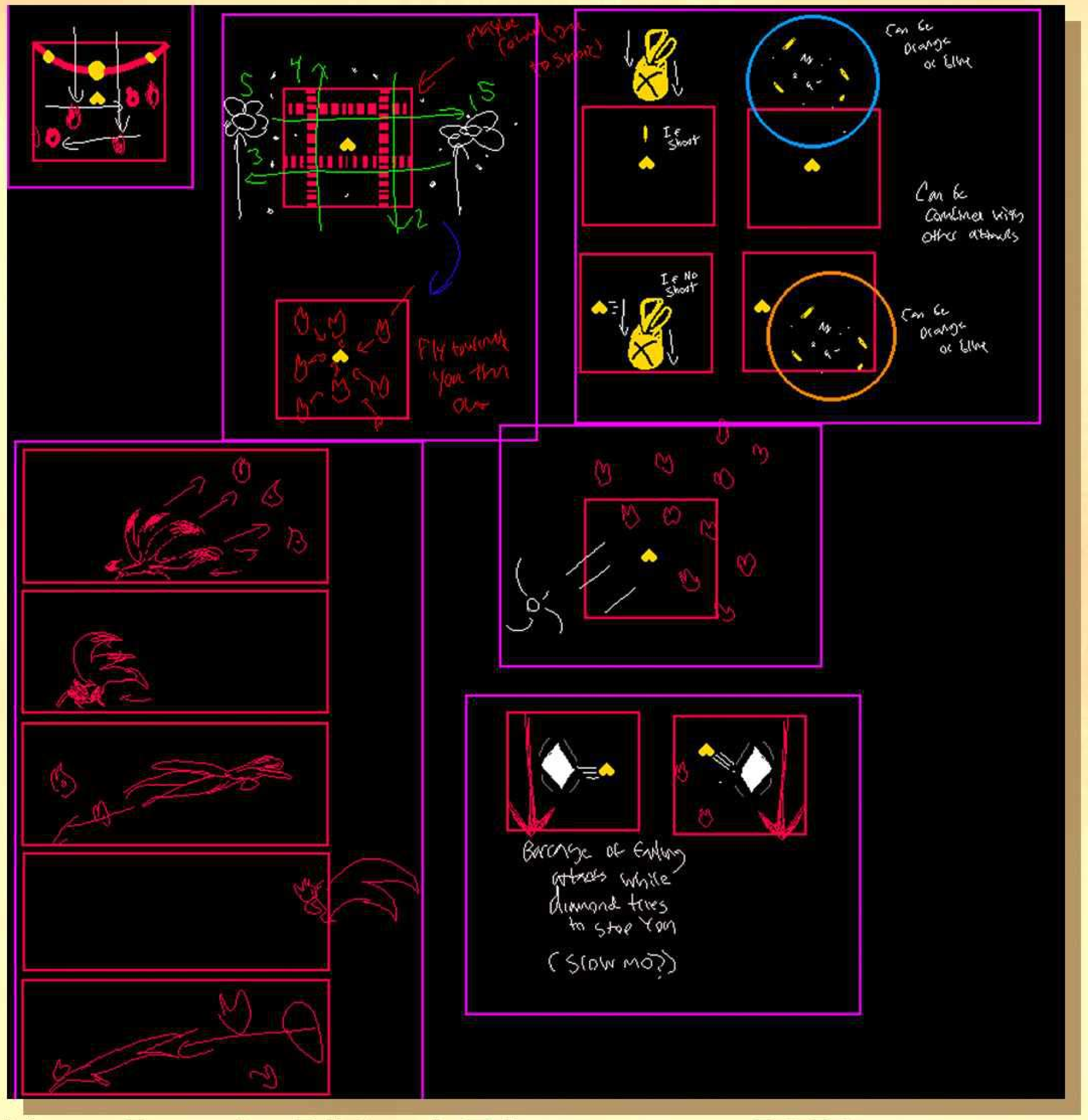
THE FIGHT.png - 2022
Figburn



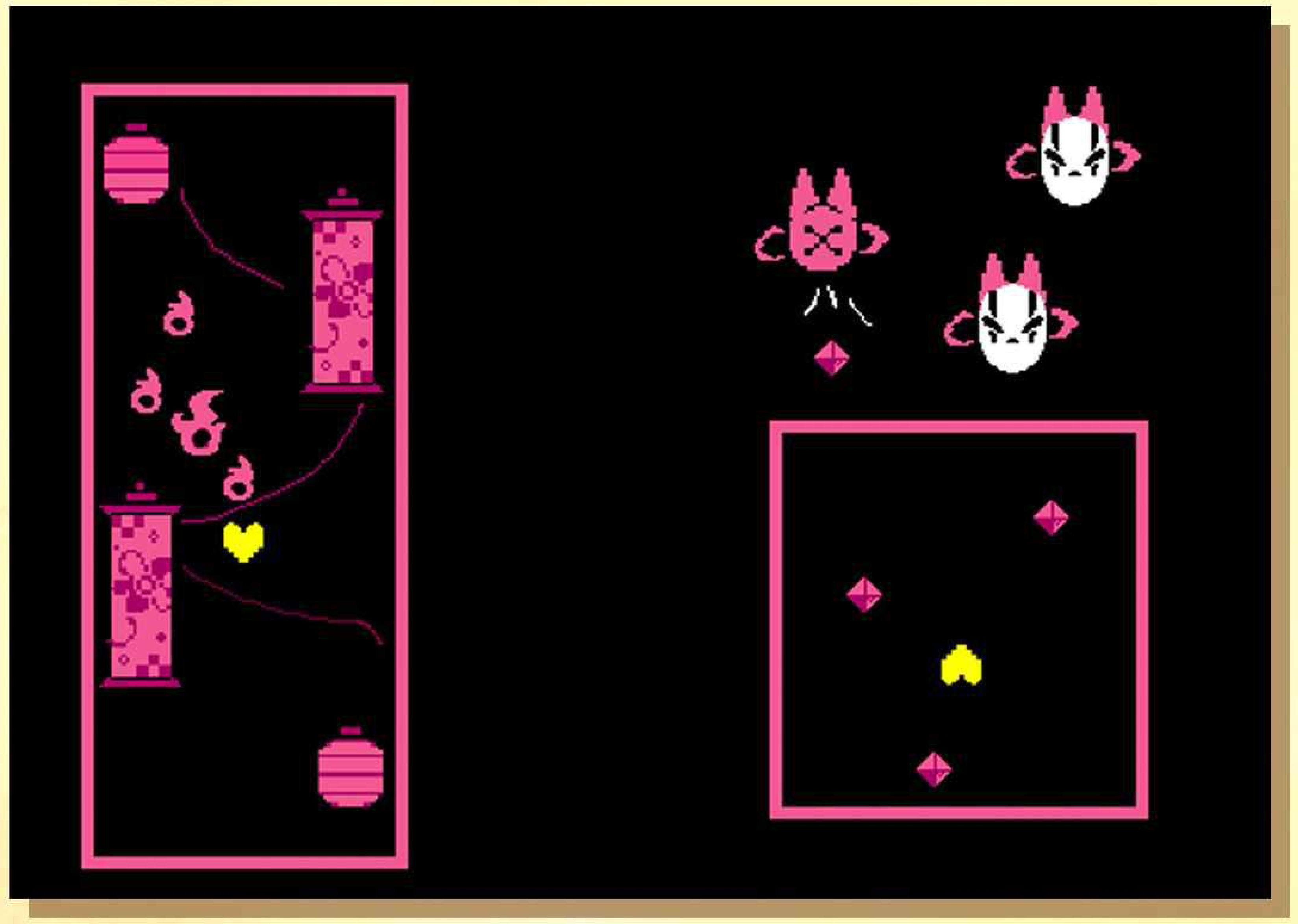
* Flier is giving fighting a try!

CLOVER LV 1 HP 20 / 20
FIGHT
ACT
ITEM
MERCY

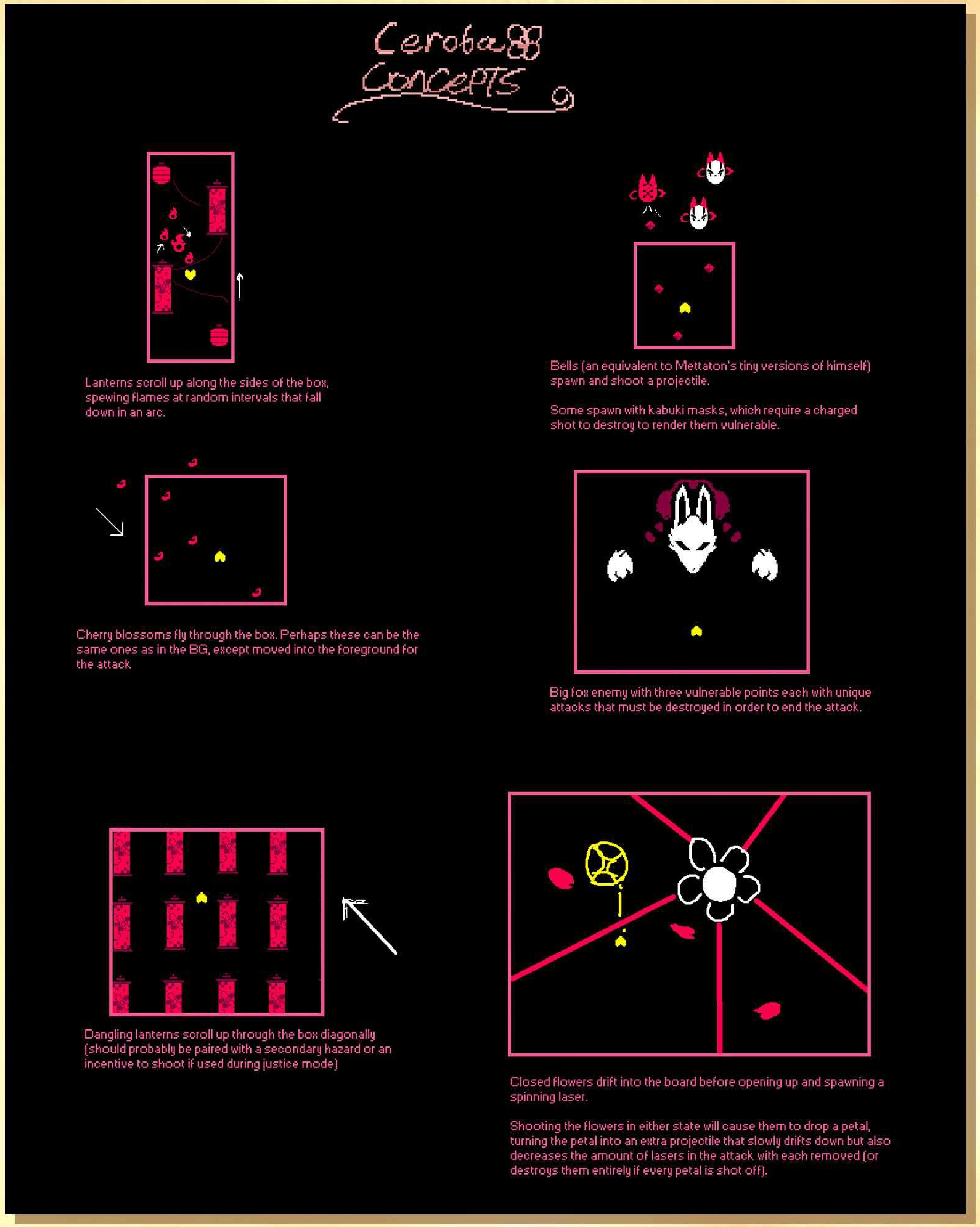
FireyTailsCeroba.png - 2022
AeroArtwork


Maybe (could use to shoot)
5
4
1
5
3
2
If shoot
If no shoot
Can be orange or blue
Can be combined with other attacks
Can be orange or blue
Fly towards you thru air
Barrage of falling attacks while diamond tries to stop you
(slow mo?)

MoreCerobaAttackIdeas.png - 2023
AeroArtwork



pinkroba.png - 2022
GlitchedPie


Ceroba
Concepts

Lanterns scroll up along the sides of the box, spewing flames at random intervals that fall down in an arc.

Bells (an equivalent to Mettaton's tiny versions of himself) spawn and shoot a projectile.

Some spawn with kabuki masks, which require a charged shot to destroy to render them vulnerable.

Cherry blossoms fly through the box. Perhaps these can be the same ones as in the BG, except moved into the foreground for the attack

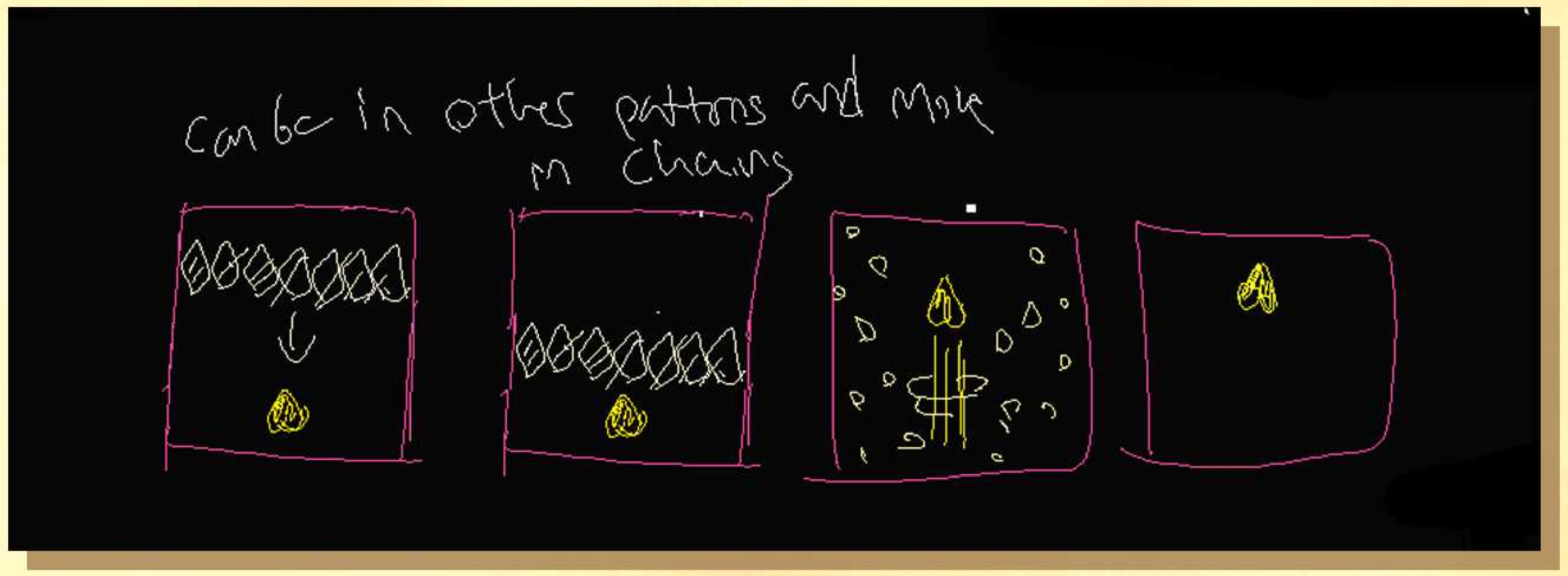
Big fox enemy with three vulnerable points each with unique attacks that must be destroyed in order to end the attack.

Dangling lanterns scroll up through the box diagonally (should probably be paired with a secondary hazard or an incentive to shoot if used during justice mode)

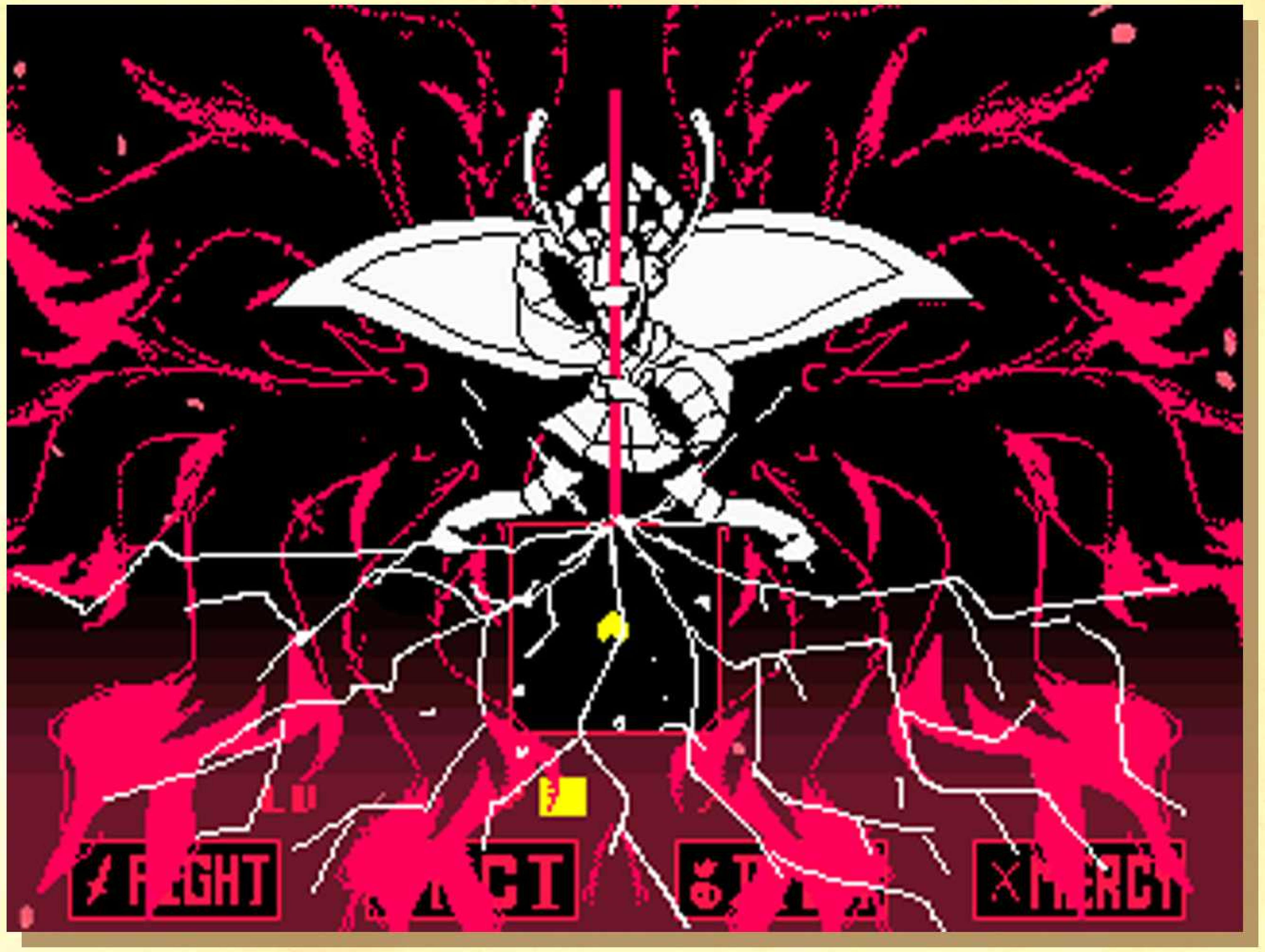
Closed flowers drift into the board before opening up and spawning a spinning laser.

Shooting the flowers in either state will cause them to drop a petal, turning the petal into an extra projectile that slowly drifts down but also decreases the amount of lasers in the attack with each removed (or destroys them entirely if every petal is shot off).

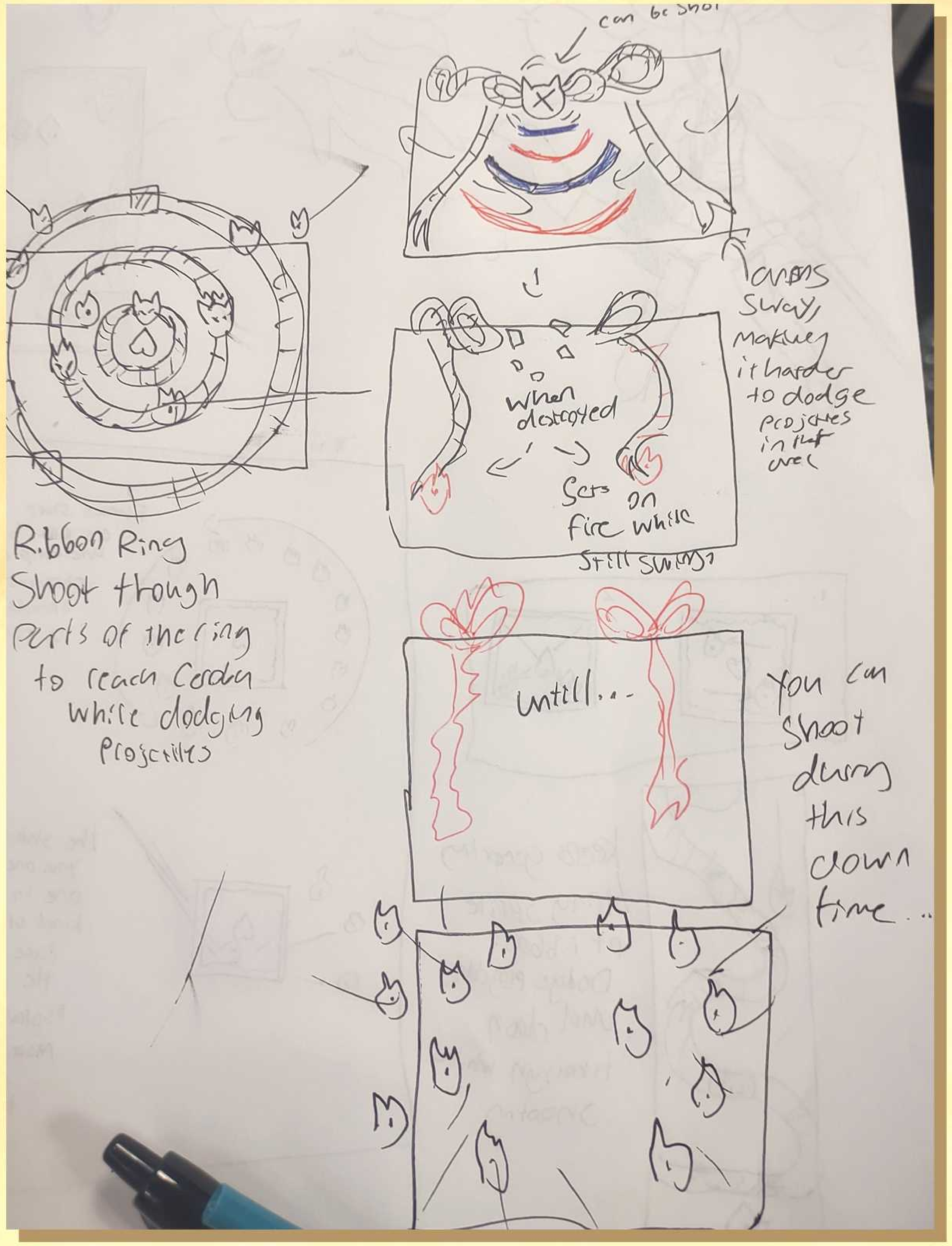
ceroba attacks.png - 2022
GlitchedPie


Can be in other patterns and make m chains

Glass and Dash Concept.png - 2022
AeroArtwork


FIGHT
MERCY

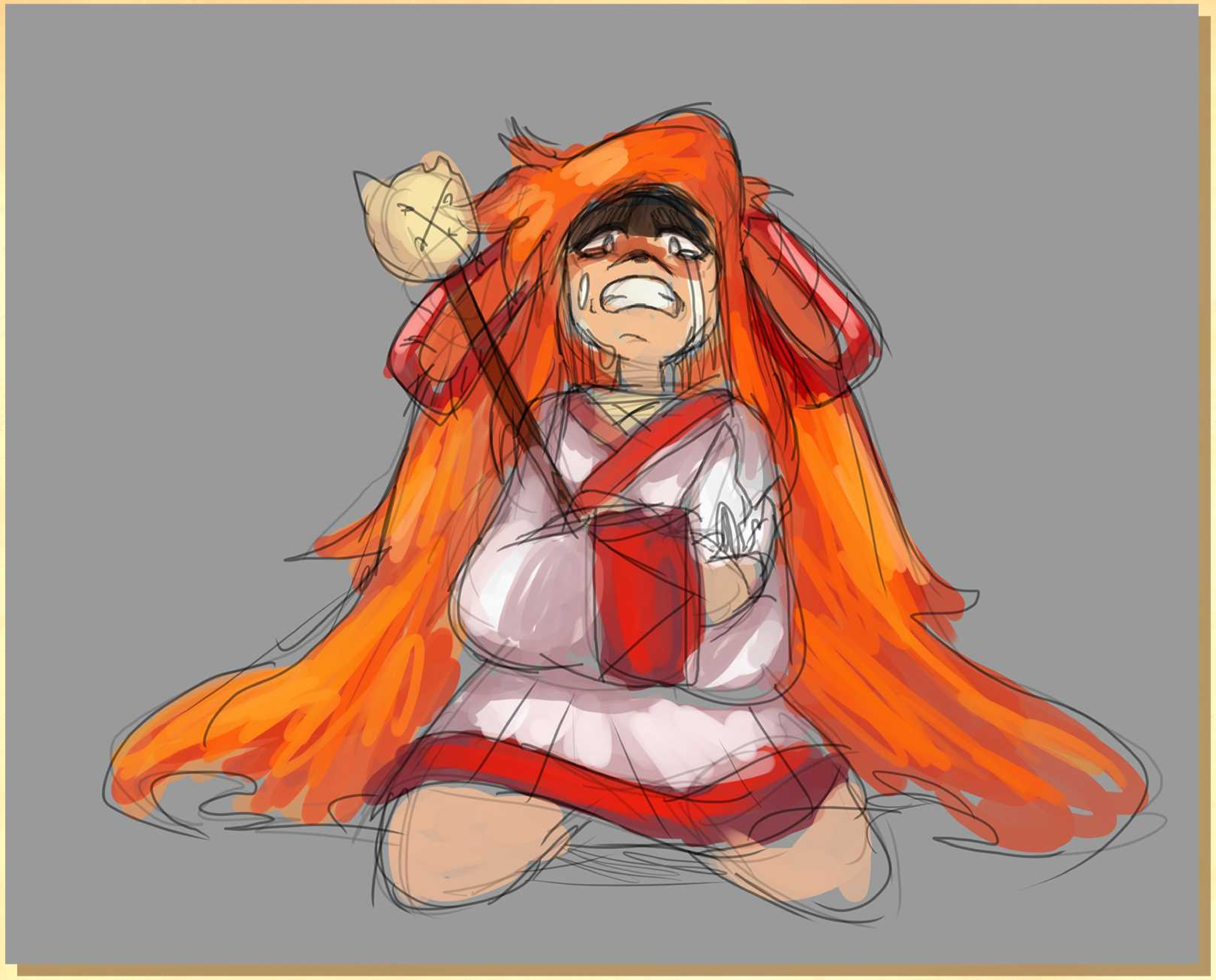
Ceroba_Super_Attack.png - 2022
AeroArtwork


can be shot
arms sway, making it harder to dodge projectiles in that area
when destroyed
sets on fire while still swings
Ribbon Ring
Shoot though parts of the ring to reach Ceroba while dodging projectiles
untill...
you can shoot during this clown time...

Ribbon_Attack.png - 2022
AeroArtwork

Cerobas fight had a lot of cut moves. Some ideas got re-purposed, such as the diamonds that Clover can dash through. Those got reused for Martlets final battle! I also really wanted ribbons to play a part in her fight. The attack that used them was added as a surprise that Kat and Spasco put alot of work into. That put a big smile on my face!

- Aero

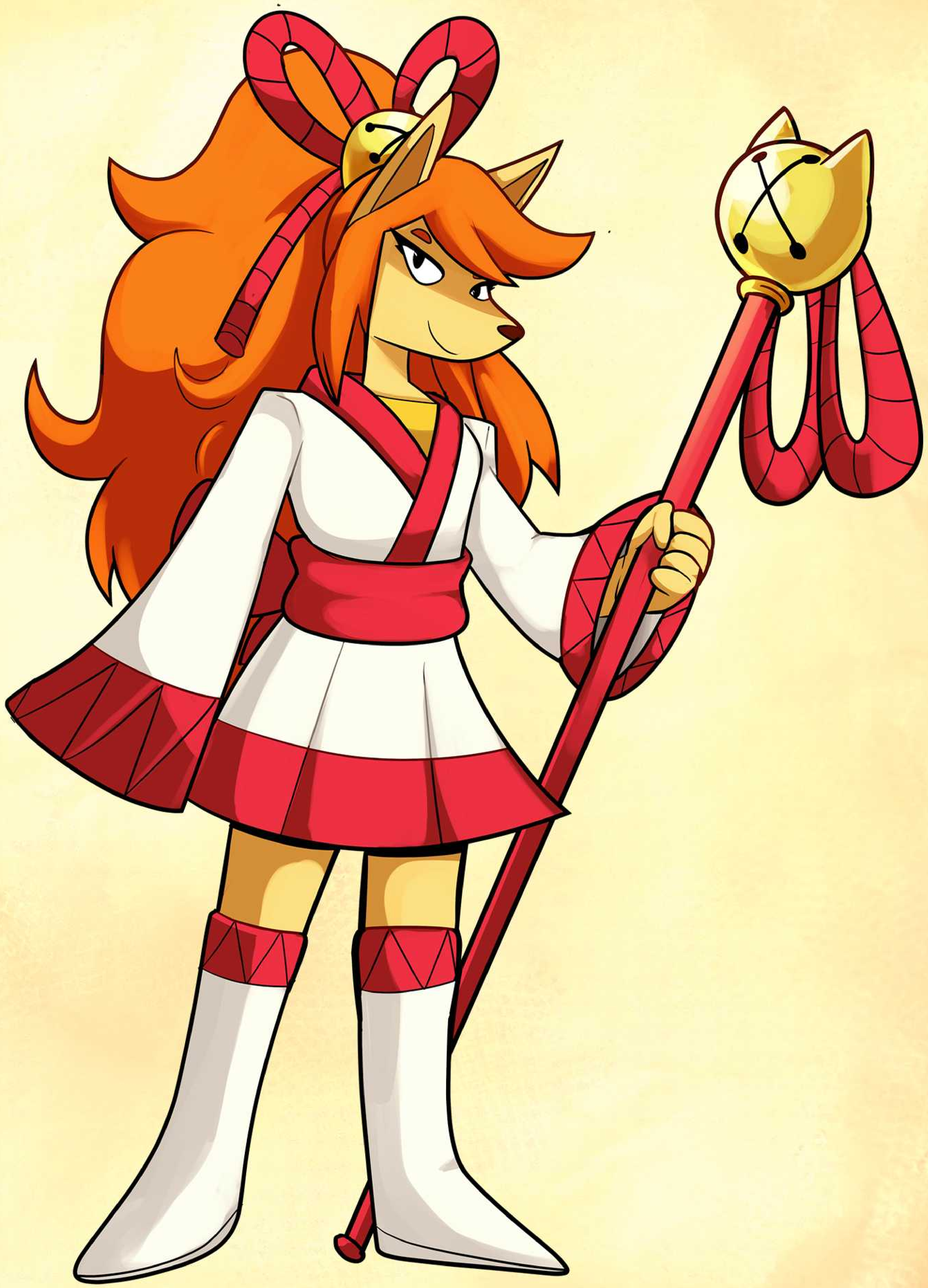


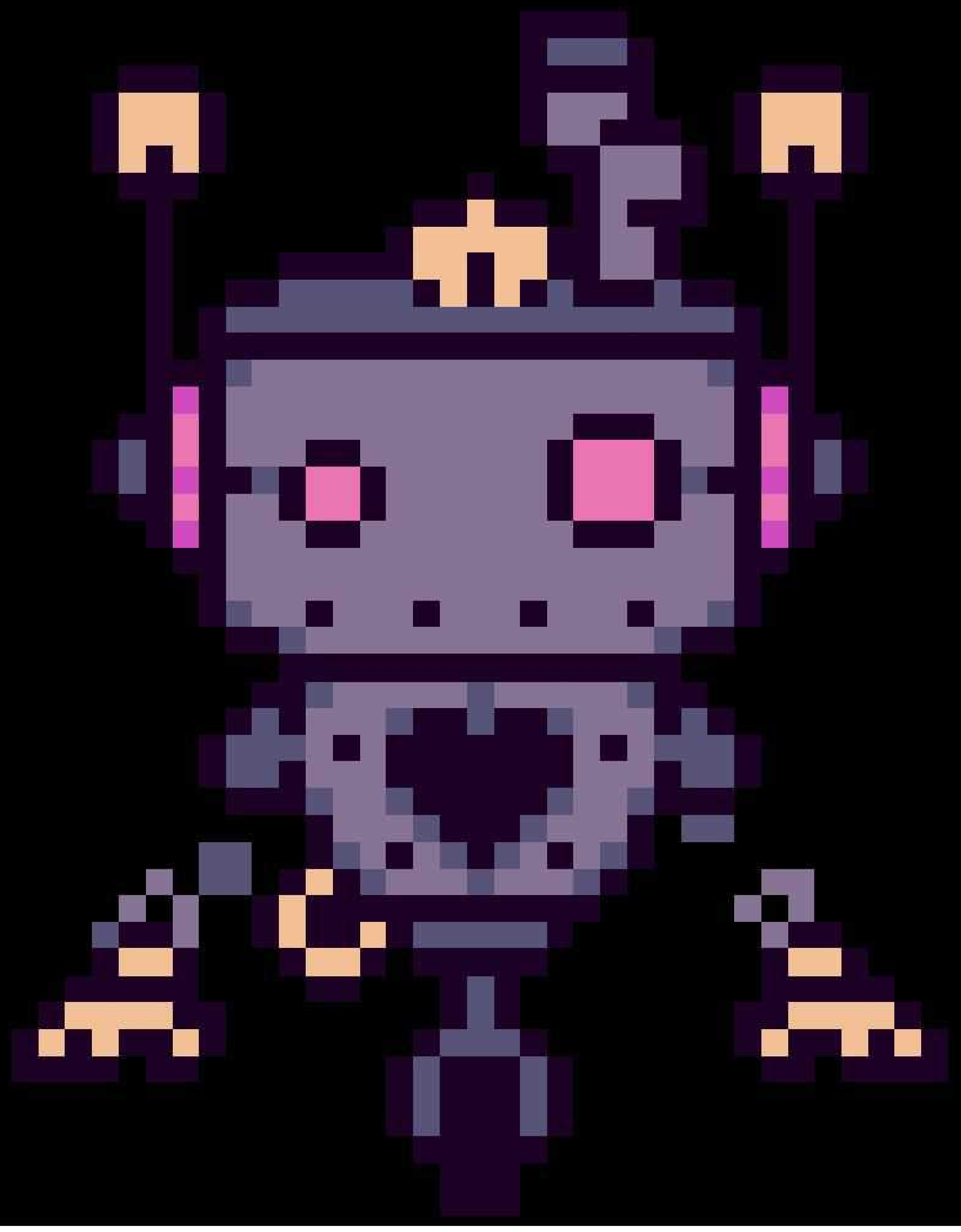
Lost.png - 2022
AeroArtwork

Ceroba is a very emotionally charged character, and that gave me the unique challenge of shoving a lot of emotion into those tiny pixels! I took experience from hard moments in real life to really make those emotions feel genuine. Anger, sadness, regret, desperation...
Taking horrible decisions or moments and trying to make the best of them against impossible odds, for better or for the worst, is the “human” side of Ceroba I tried my hardest to convey.

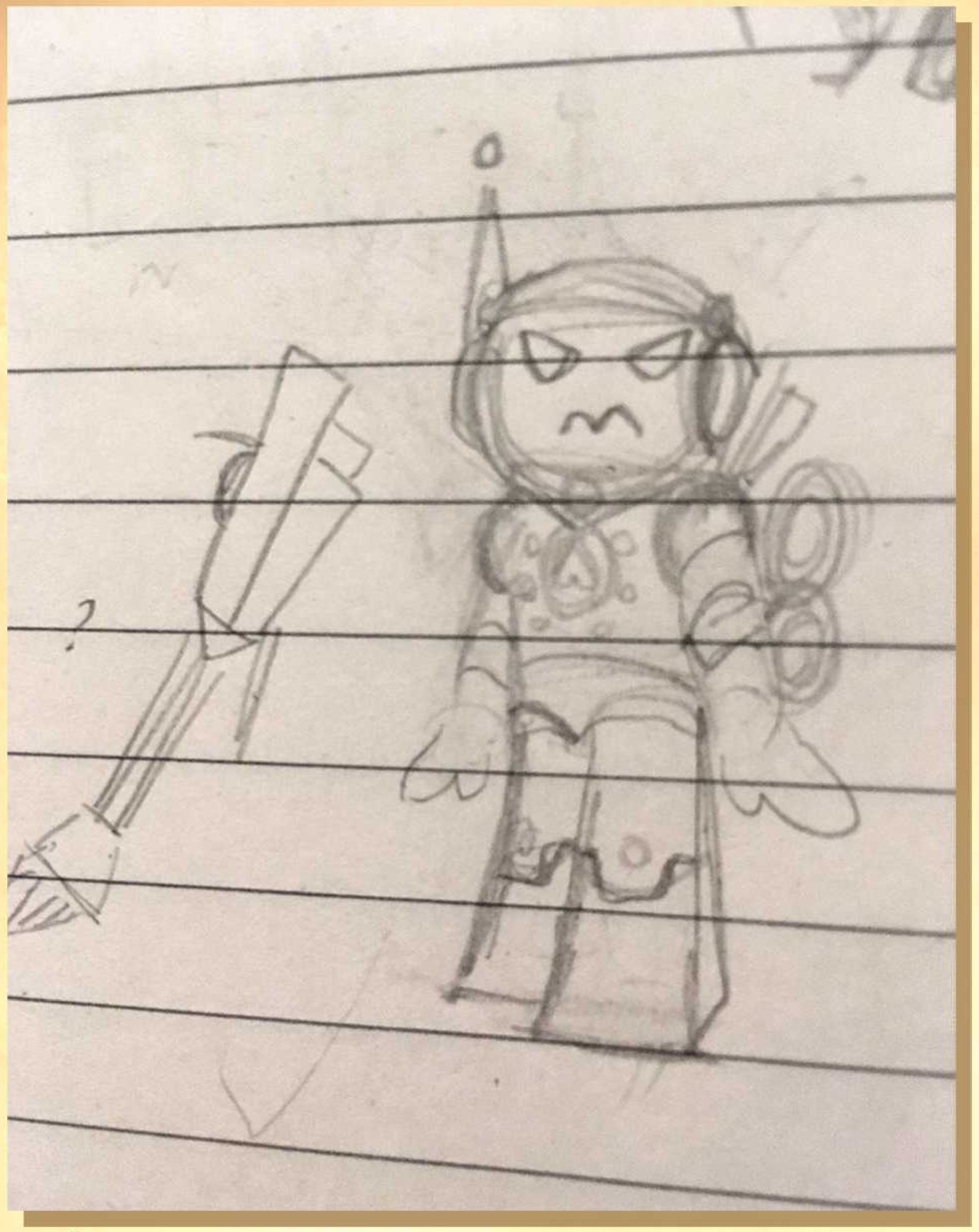
- Aero

Ceroba_Render.png - 2023
AeroArtwork





AXIS

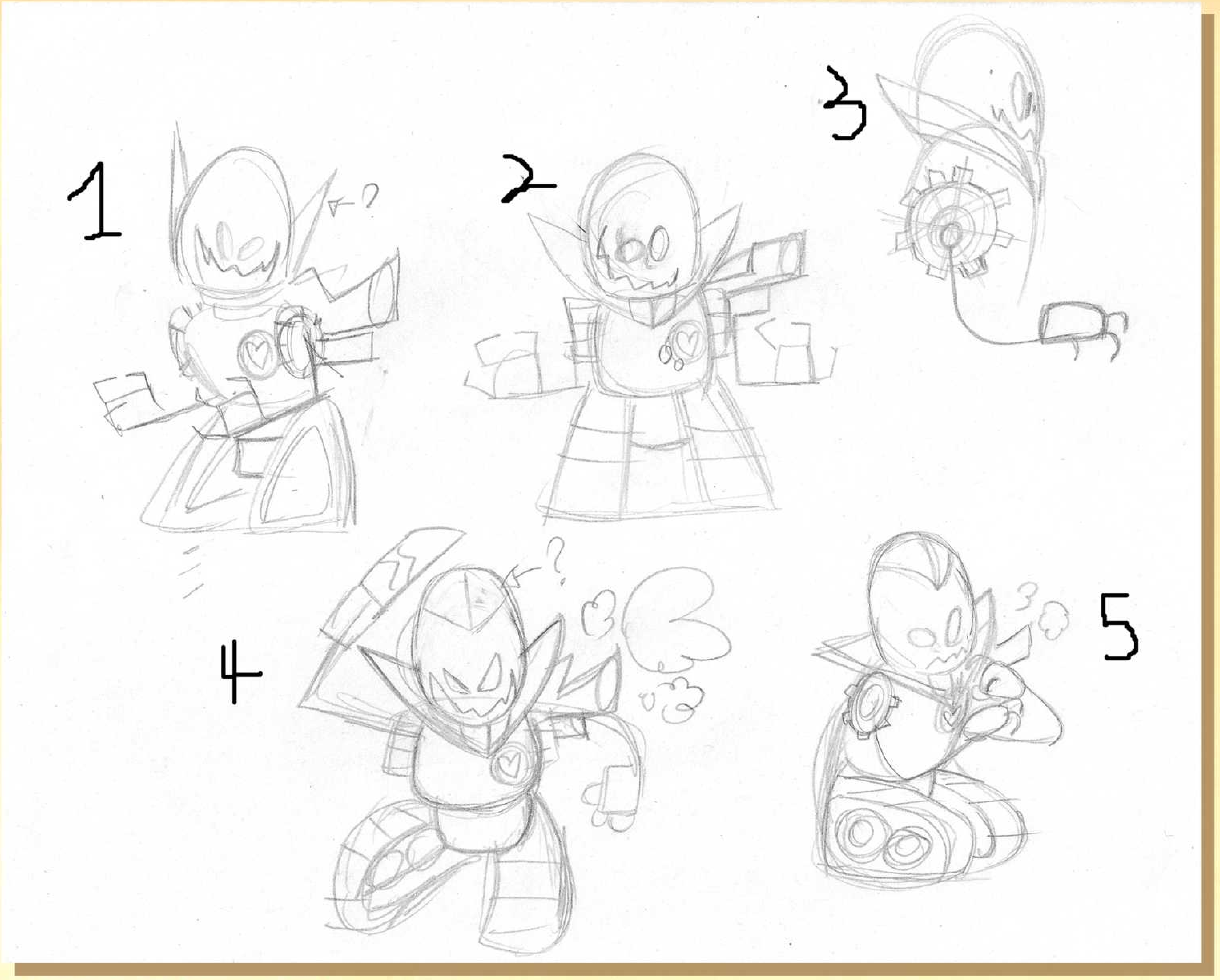


axis.png - 2017
TeleviQ

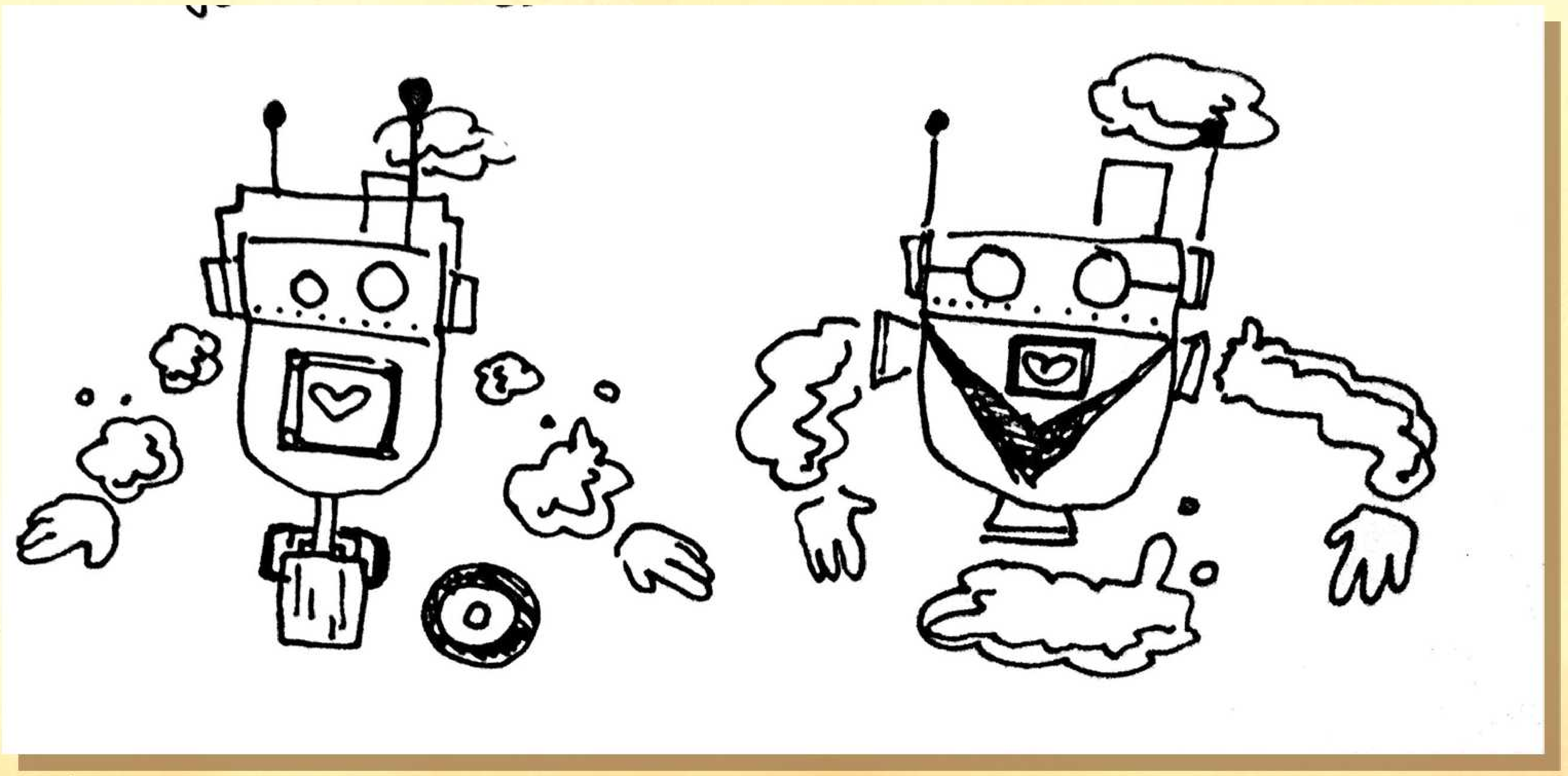
Early concepts for axis were such a shot in the dark for me. For some reason, I was very insistent on him being humanoid and having a cute angry face.

I have yet to use a turn-key on a design, it's such a cute robot design quirk!!

- TeleviQ



SOME_MORE_AXIS.png - 2018
NeroSensei



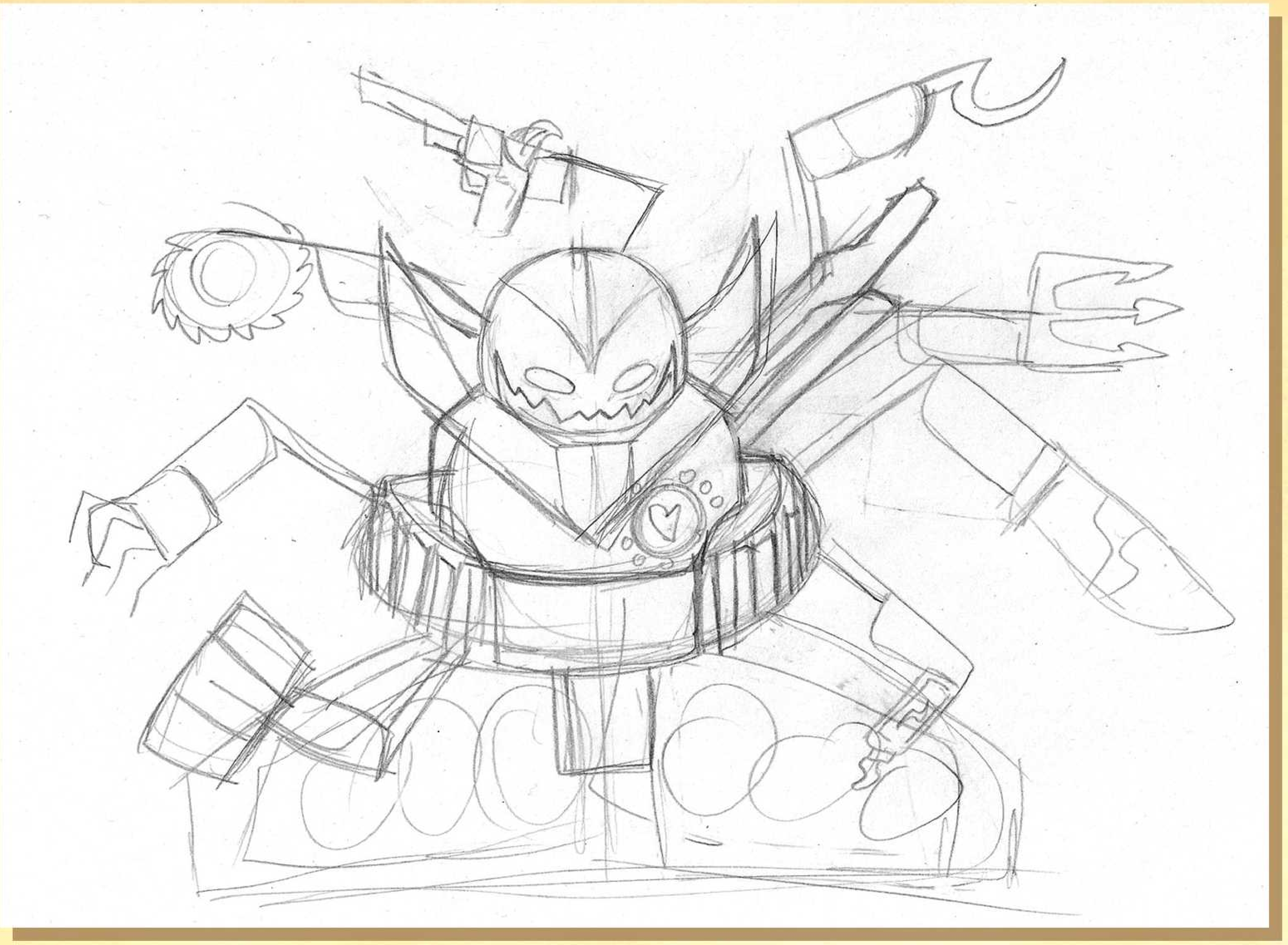
axis_duo.png - 2018
TeleviQ

His name is a pun on "access" because he's a security bot.

Get it?

Ha.. ha....

- Sword



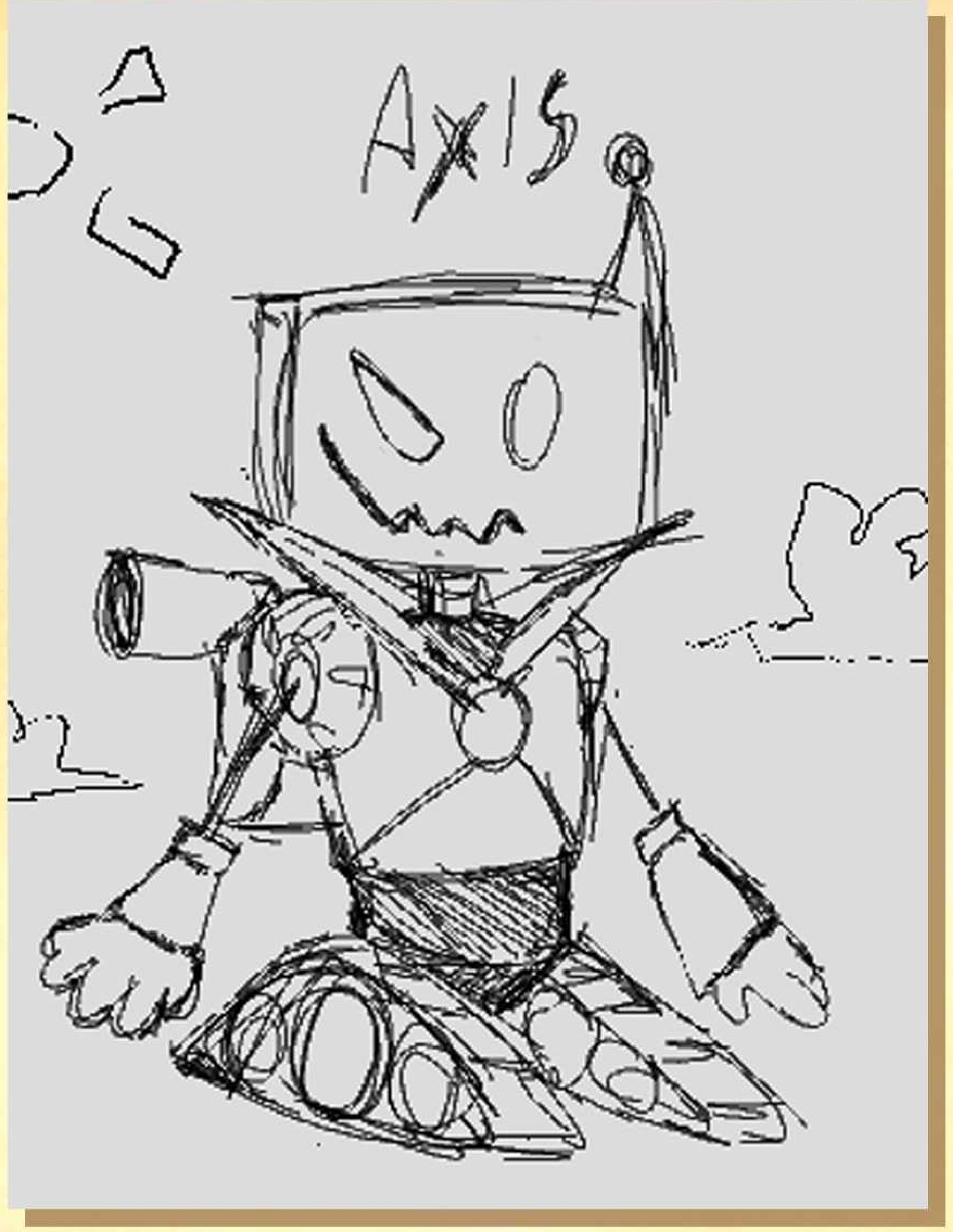
axis_second_phase_idea.png - 2018
NeroSensei

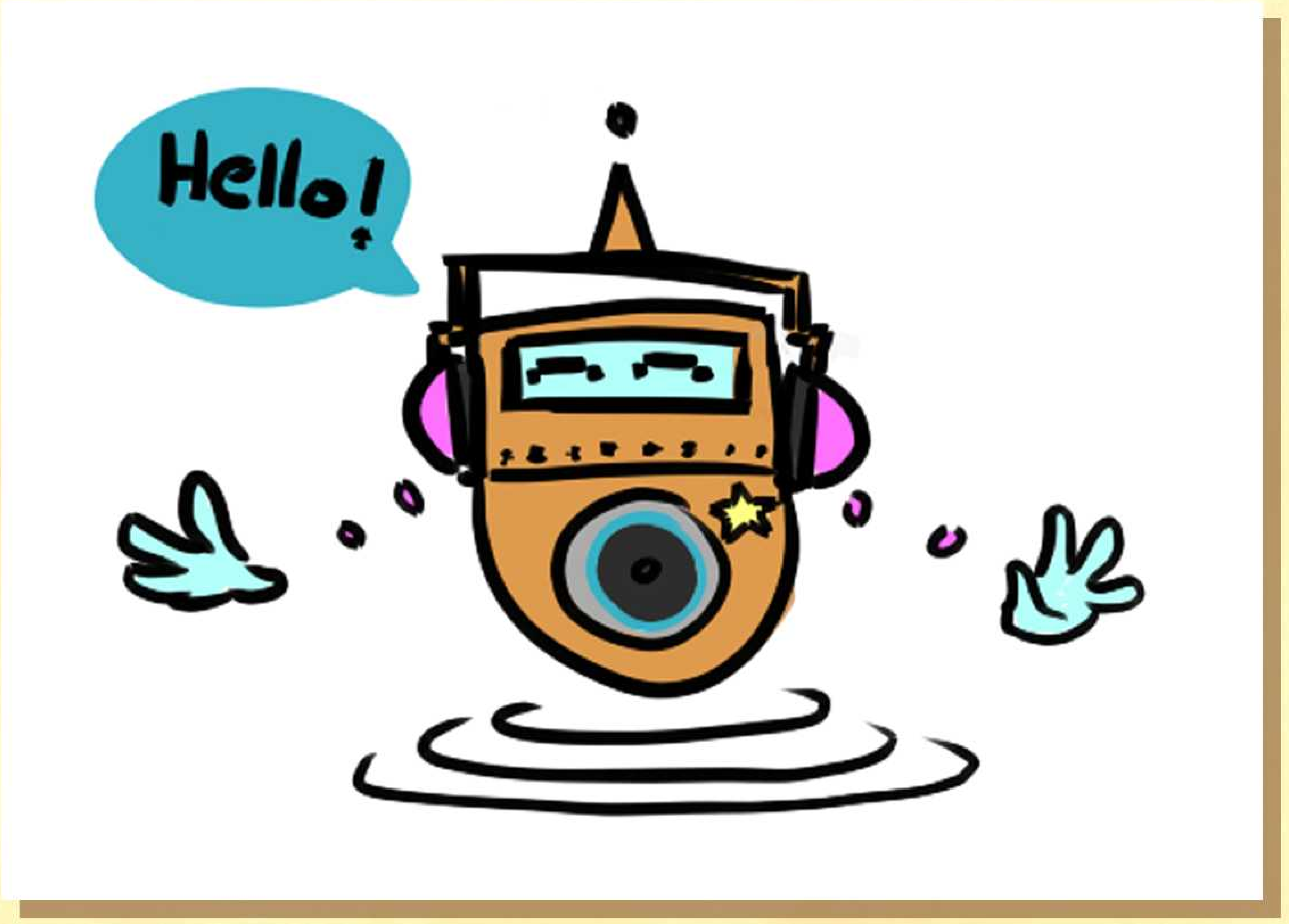
Axis was going to be more obviously dangerous with this idea for a crazy second phase transformation.

We thought it would be more effective if he was like, 90% silly so players could be intrigued when his darker side is revealed.

- Sword

axis_concept.png - 2018
TeleviQ



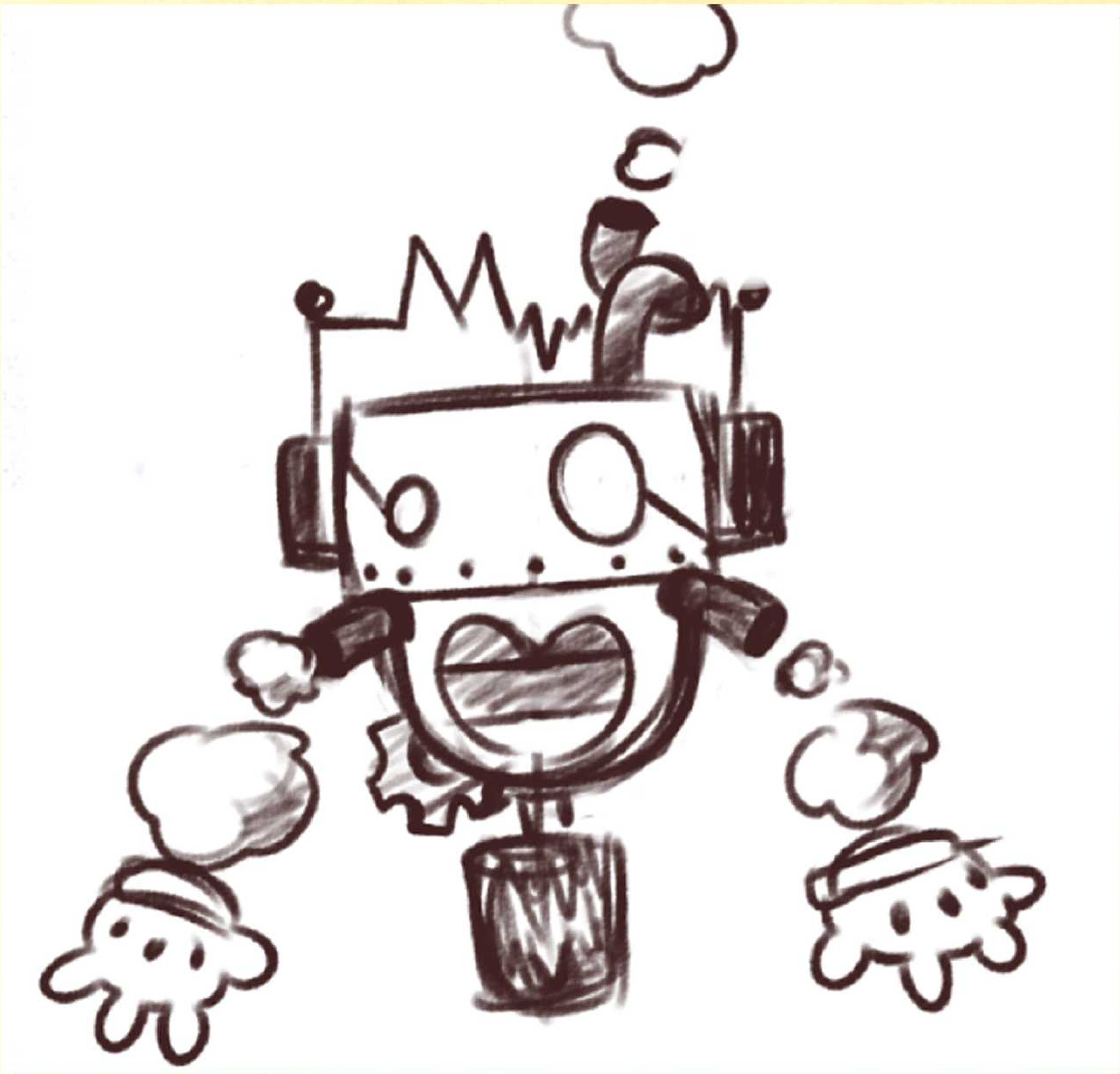


Robit.png - 2018
TeleviQ

I created this DJ robot concept while listening to the song that eventually became Axis' soulmate theme.

Originally I had no intention for it to be Axis-related but it became the blueprint for Axis’ design anyway. Funny how things work!

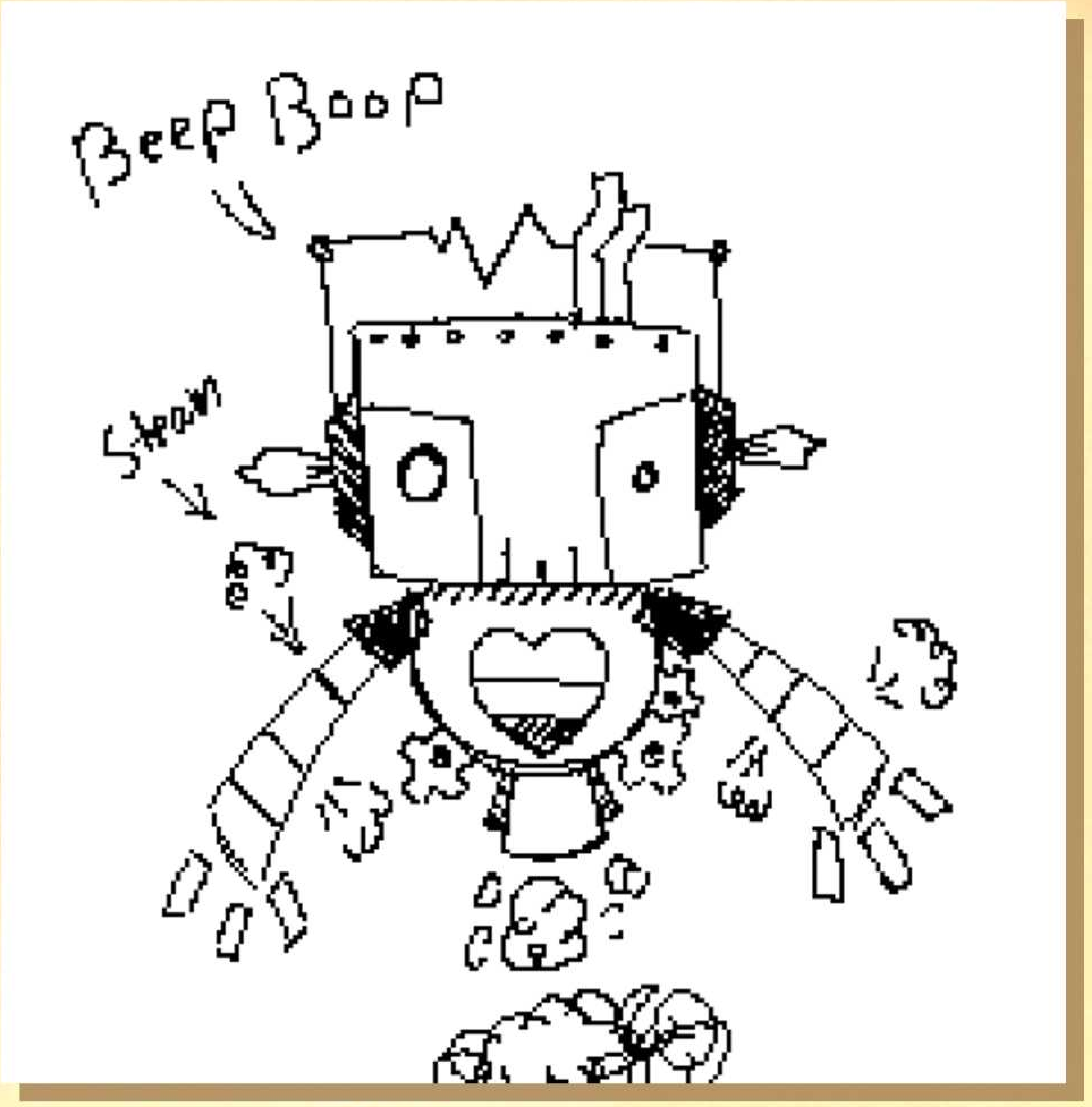
- TeleviQ



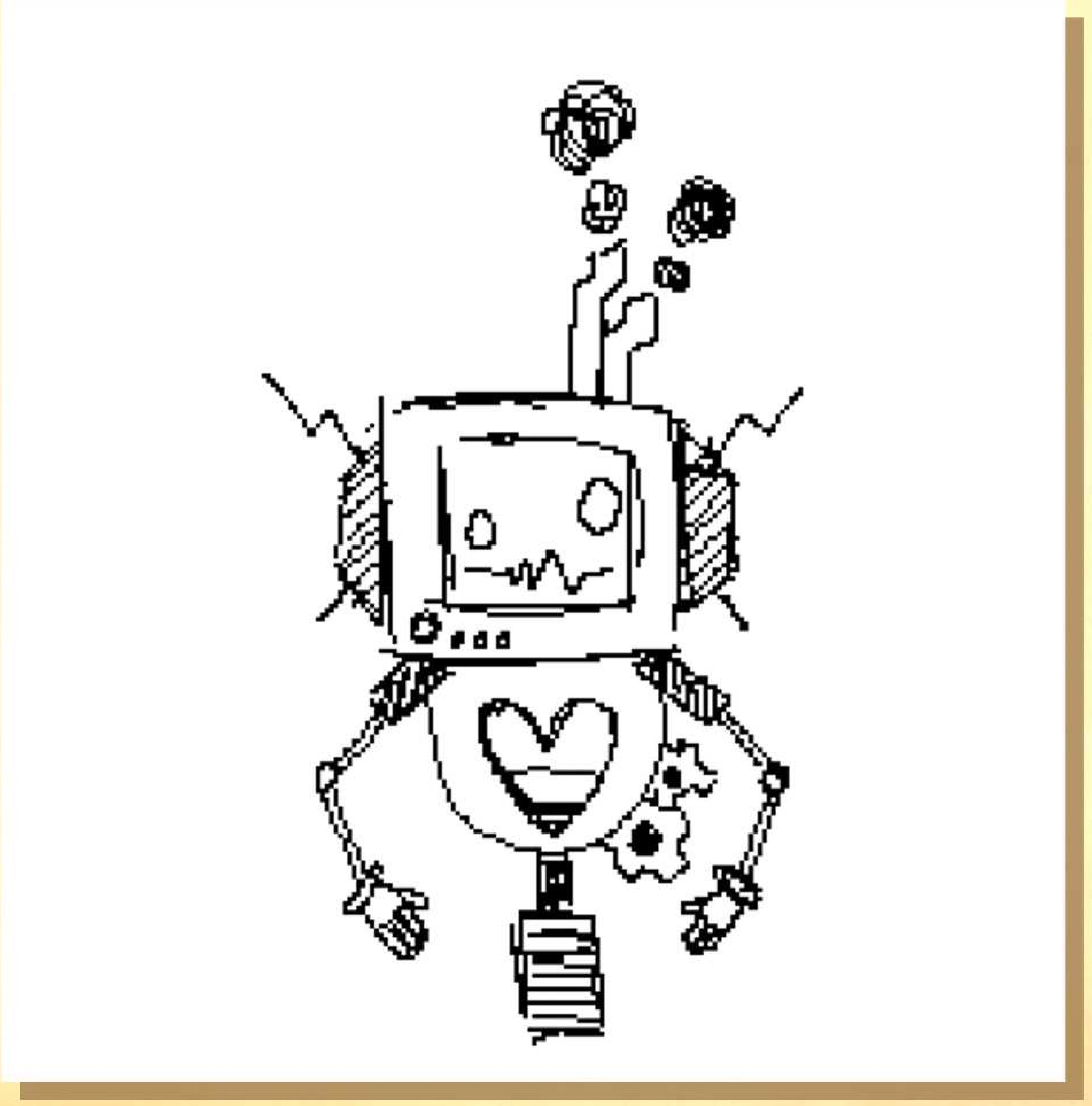
nodle axis.png - 2018
InkuNoodle

Getting close!

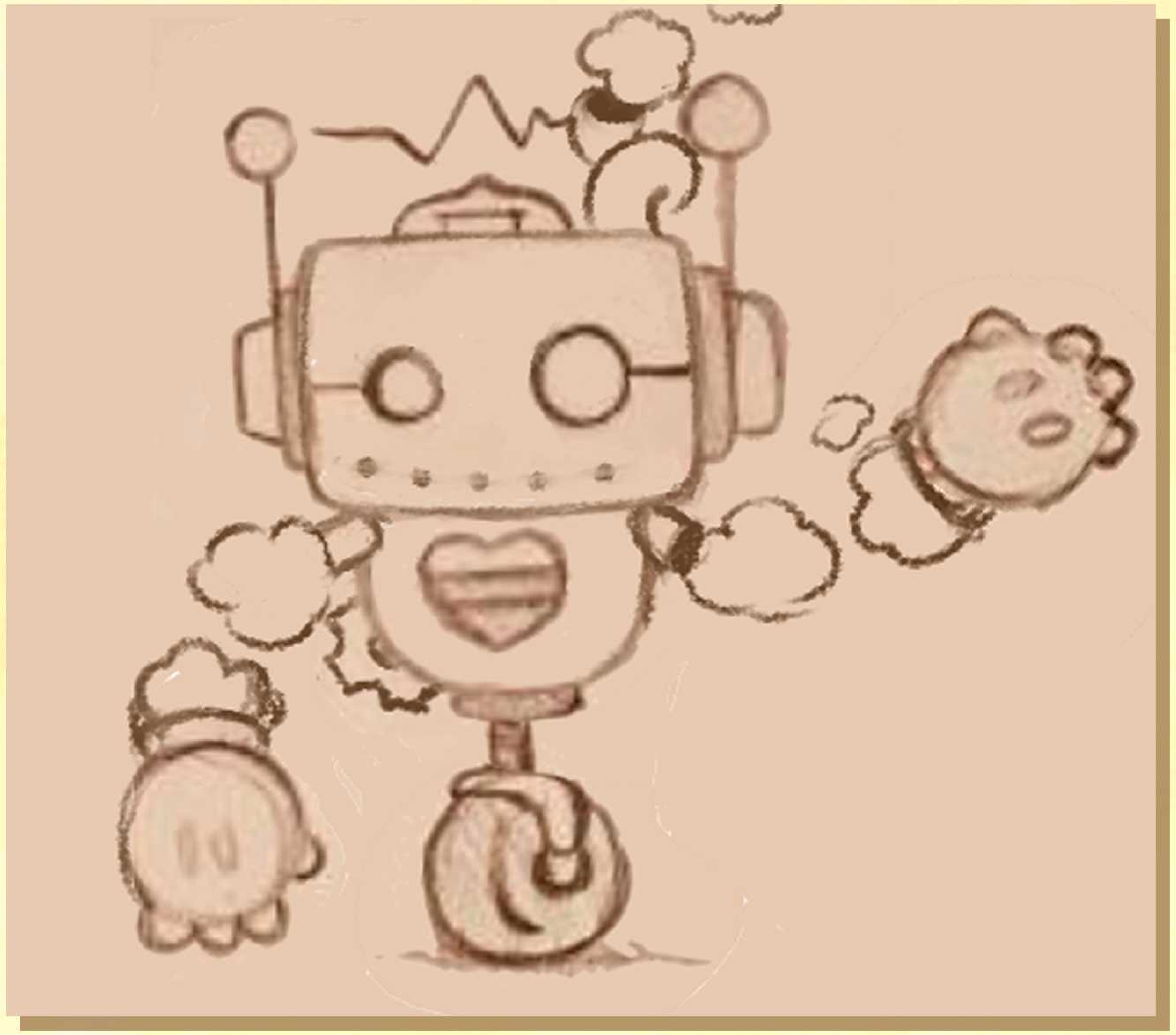
- Sword


Beep Boop
Steam

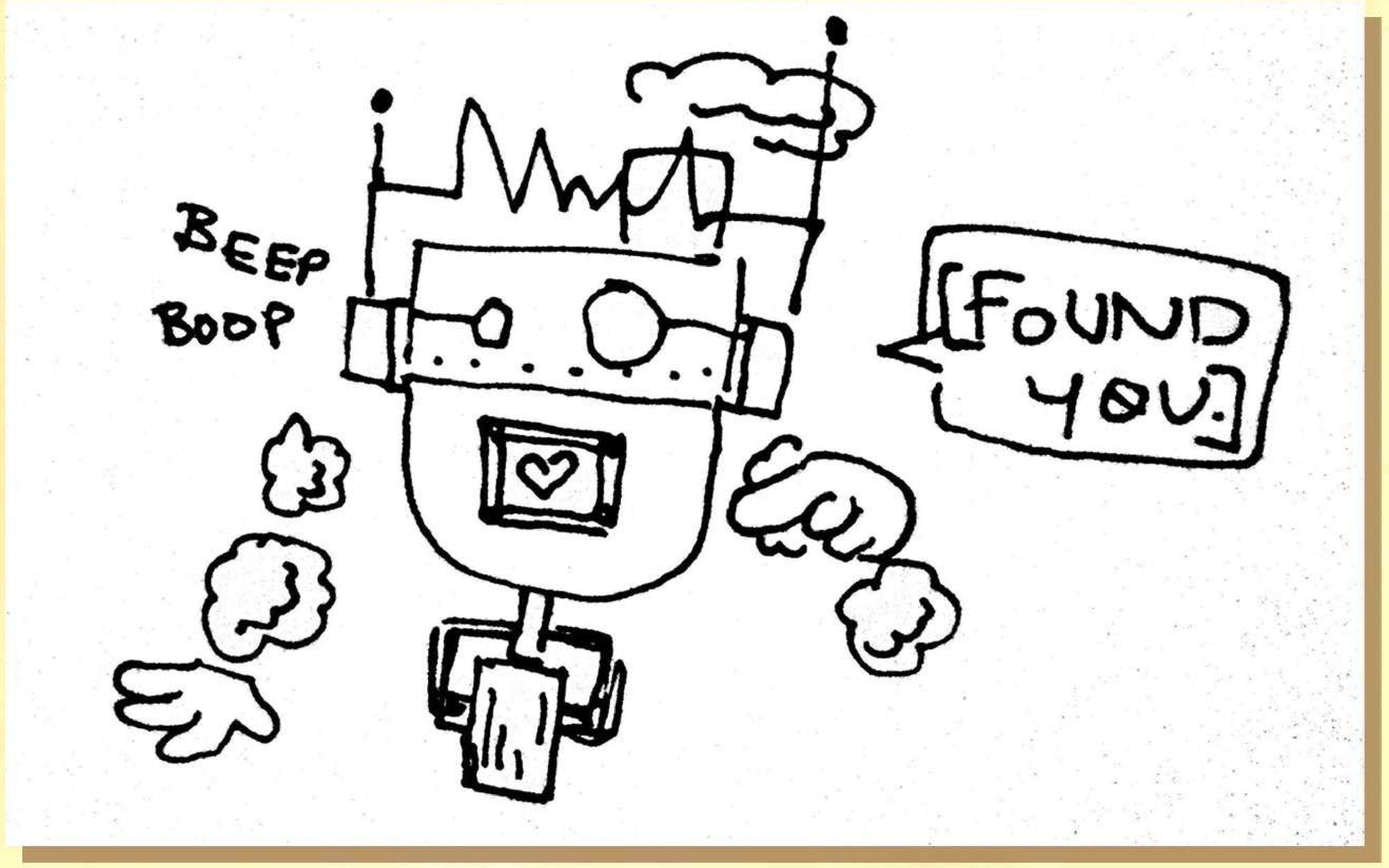
robo1.png - 2017
Vegard Jensen



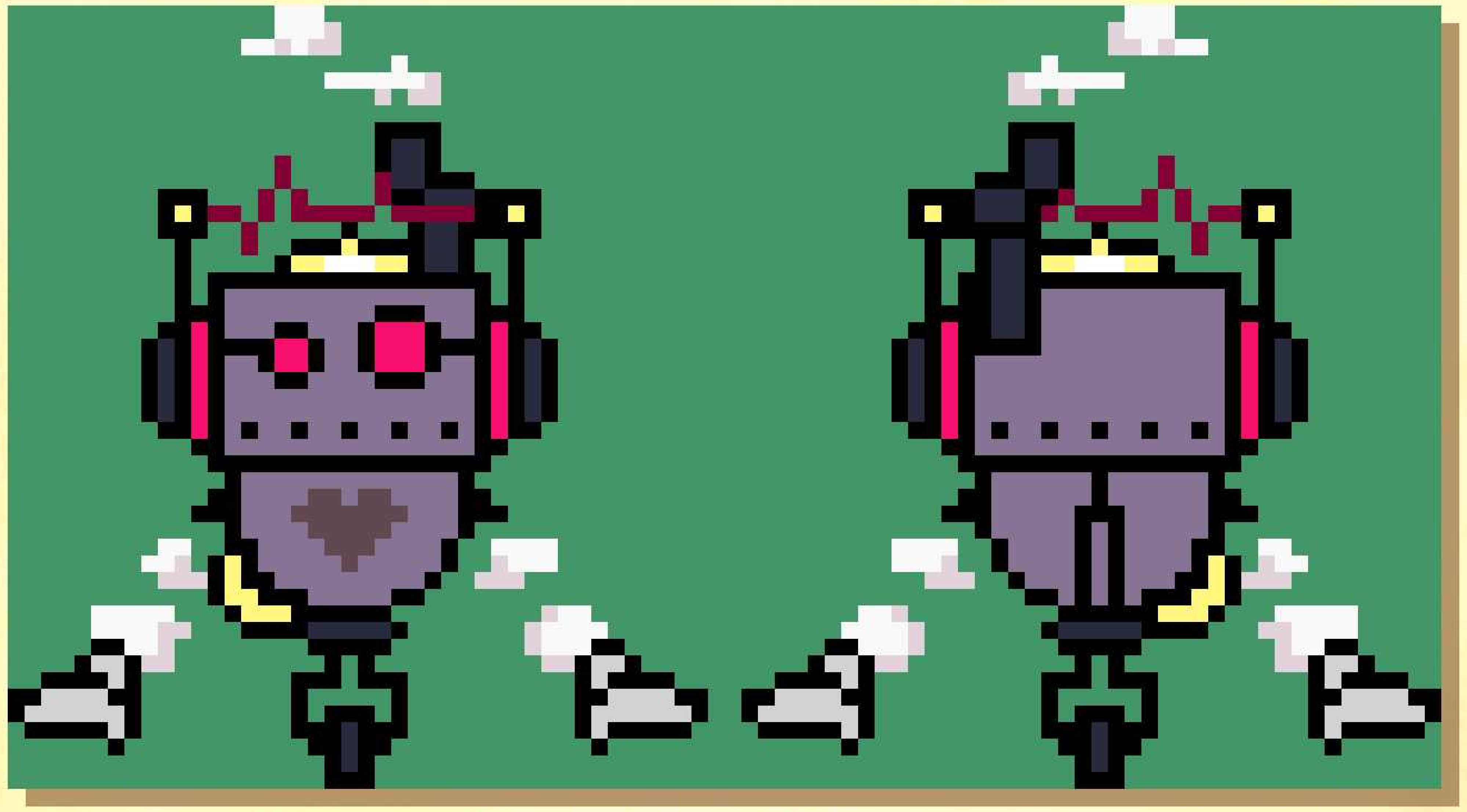
robo2.png - 2017
Vegard Jensen



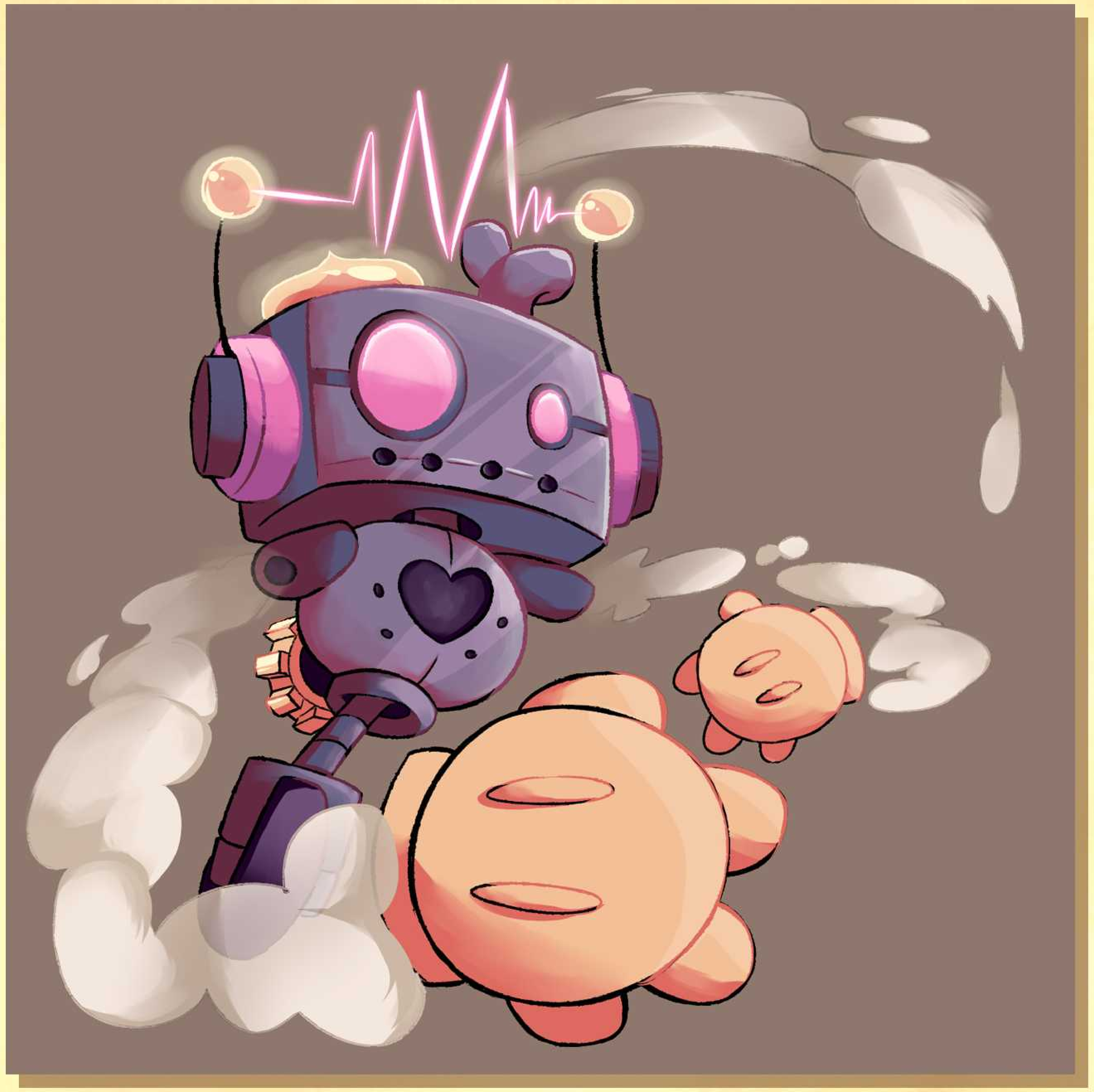
Axis_Doodle.png - 2018
InkuNoodle
There he is!
- Sword


BEEP
BOOP
[FOUND YOU]

axis1.png - 2018
TeleviQ



axis_sprite_mockup.png - 2018
TeleviQ

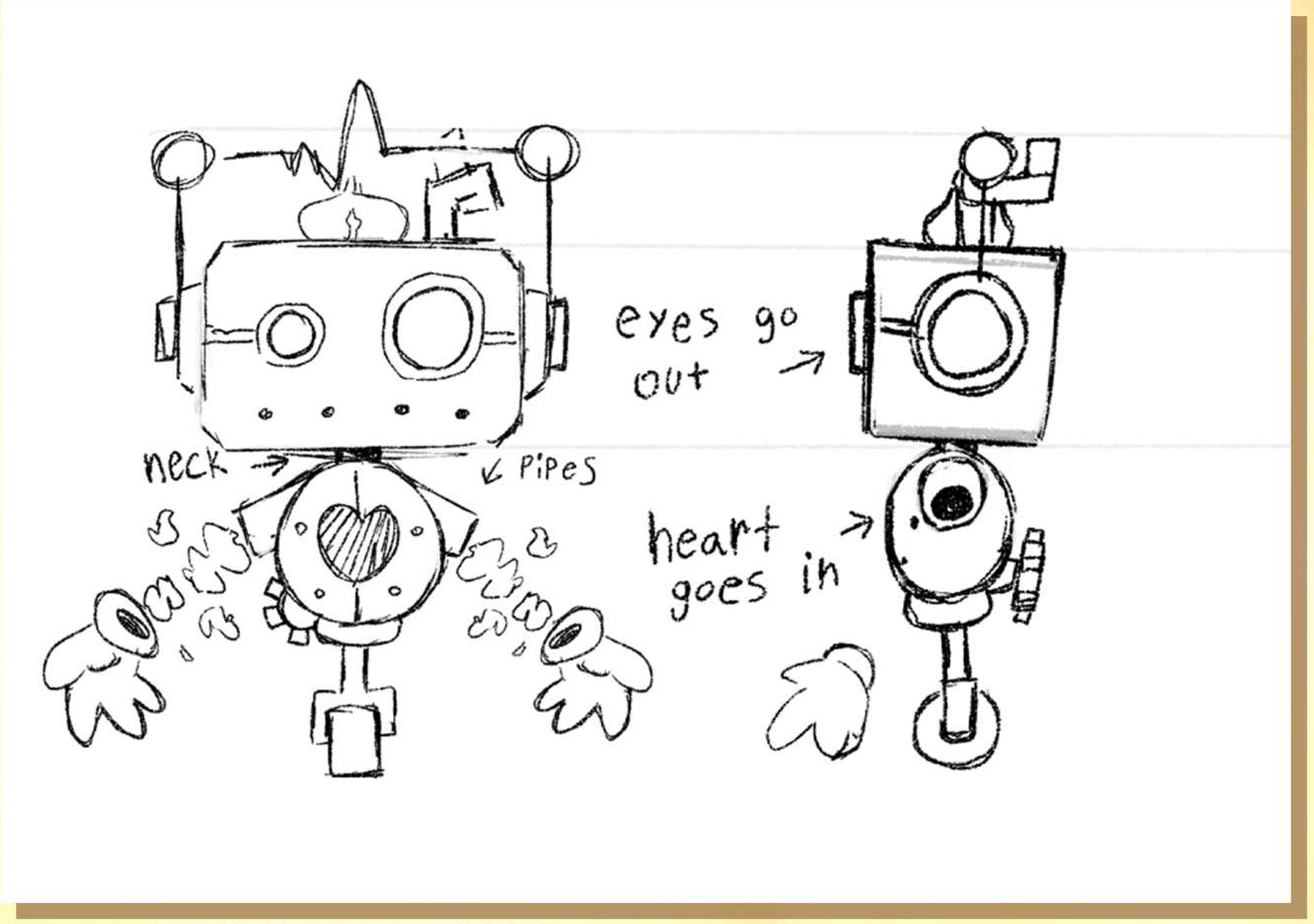


THE AXIS.png - 2018
NeroSensei

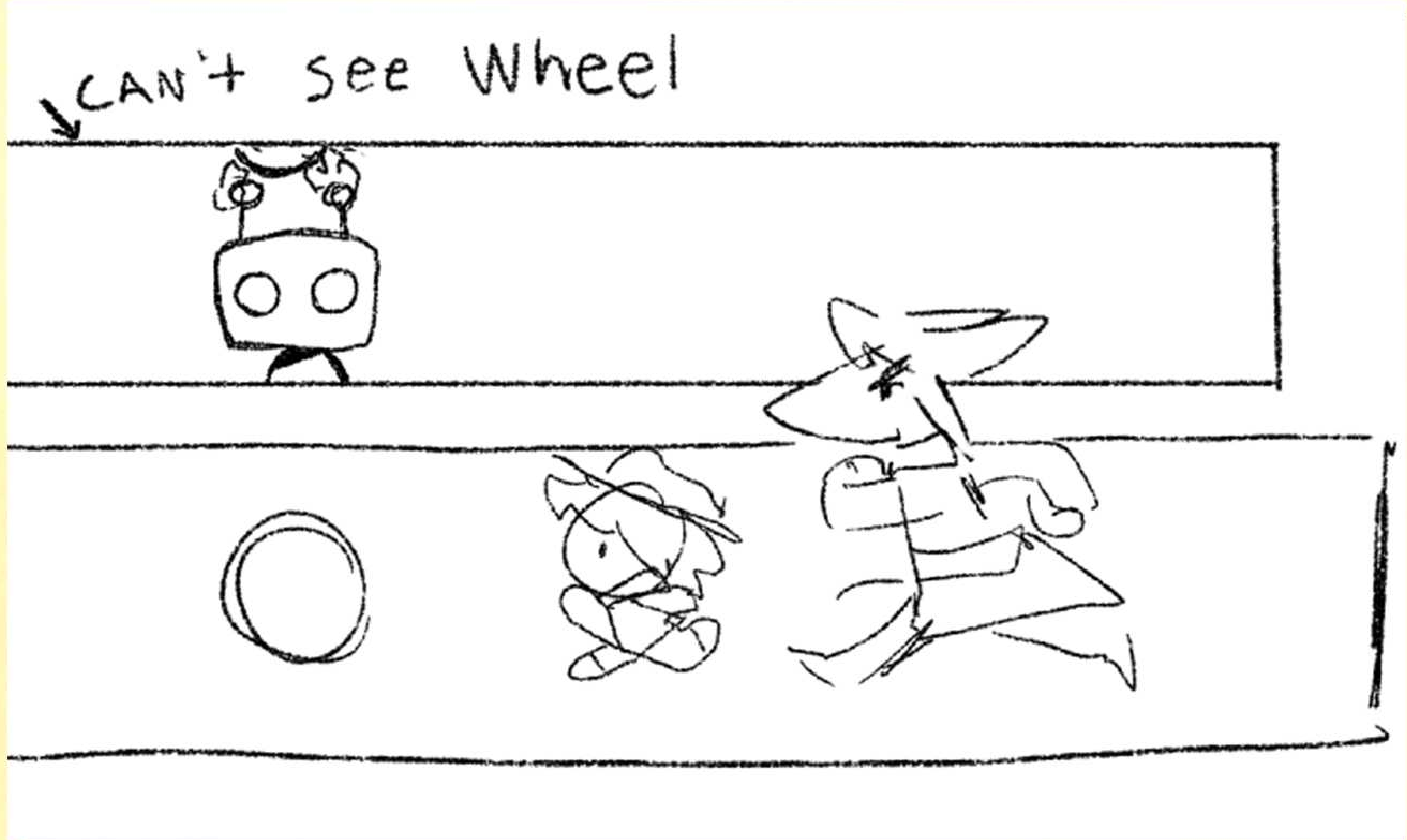
It took so, so long to settle on a color scheme for Axis. Every artist was throwing their hat in the ring for a day or two but nothing felt right until we reached the final design.

Just don't ask a UTY dev about the Axis palette dispute of 2018. We don't talk about it.

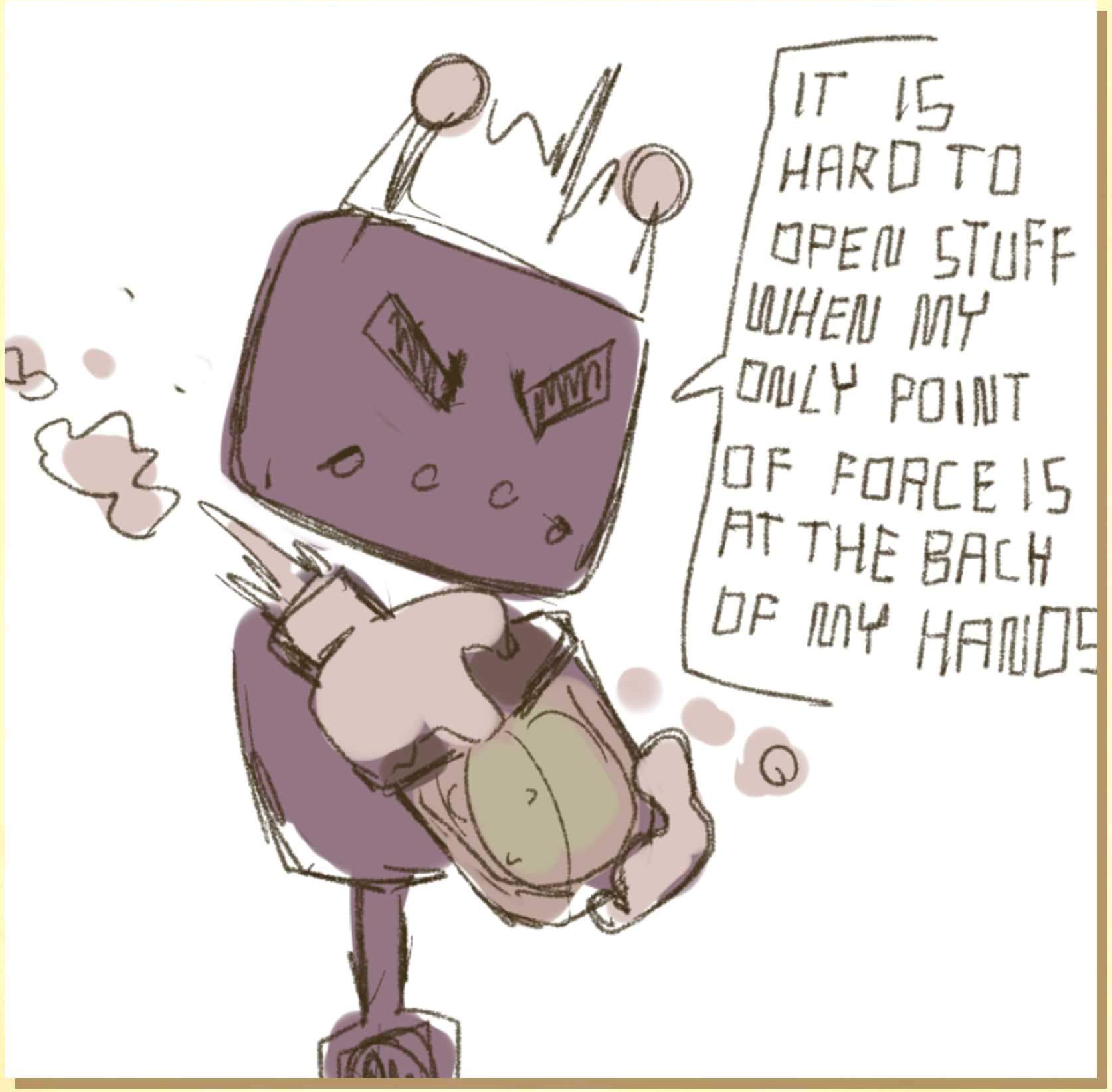
- Sword

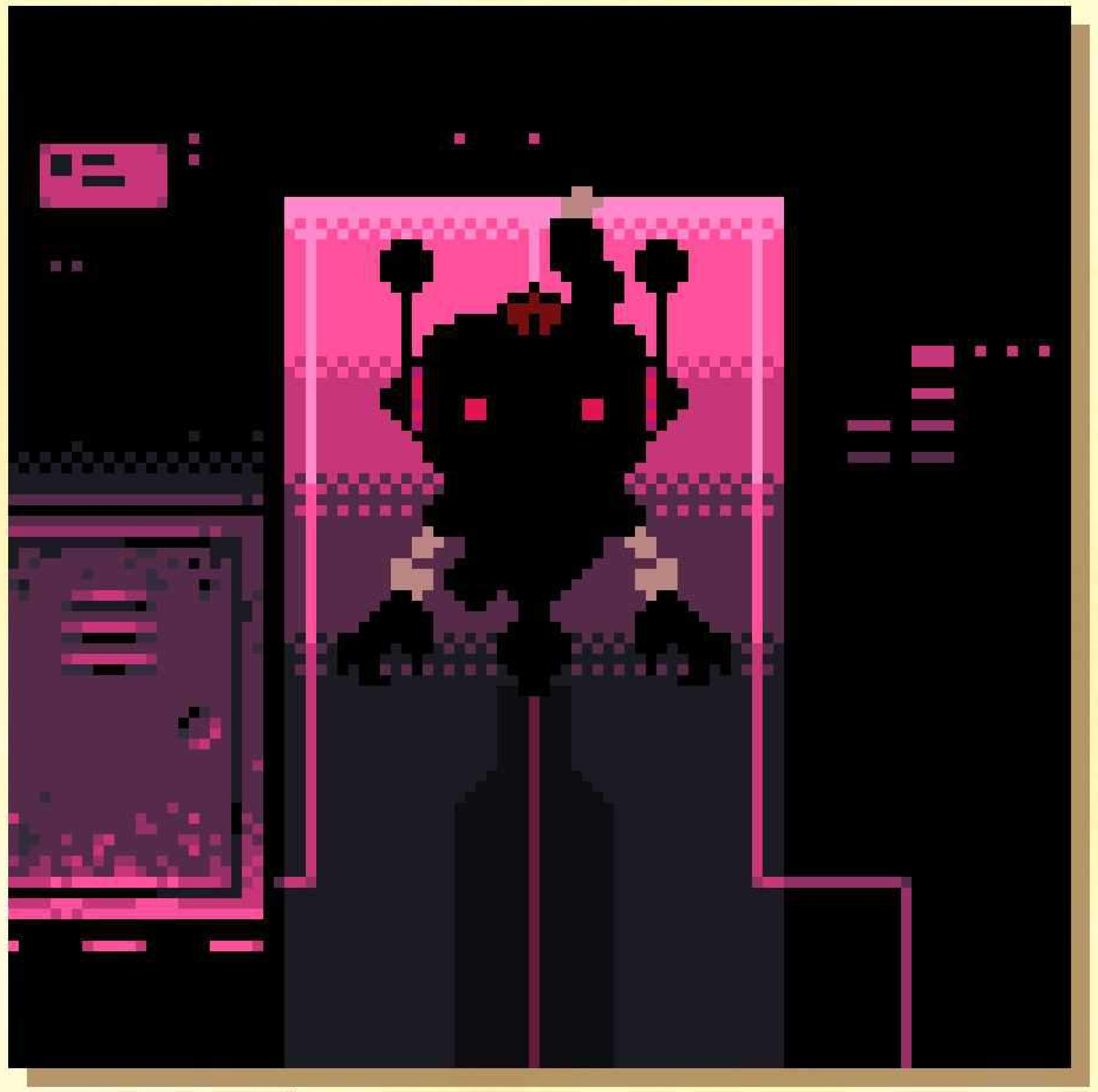

neck
pipes
eyes go out
heart goes in

axis sketch.png - 2020
Figburn


can't see wheel

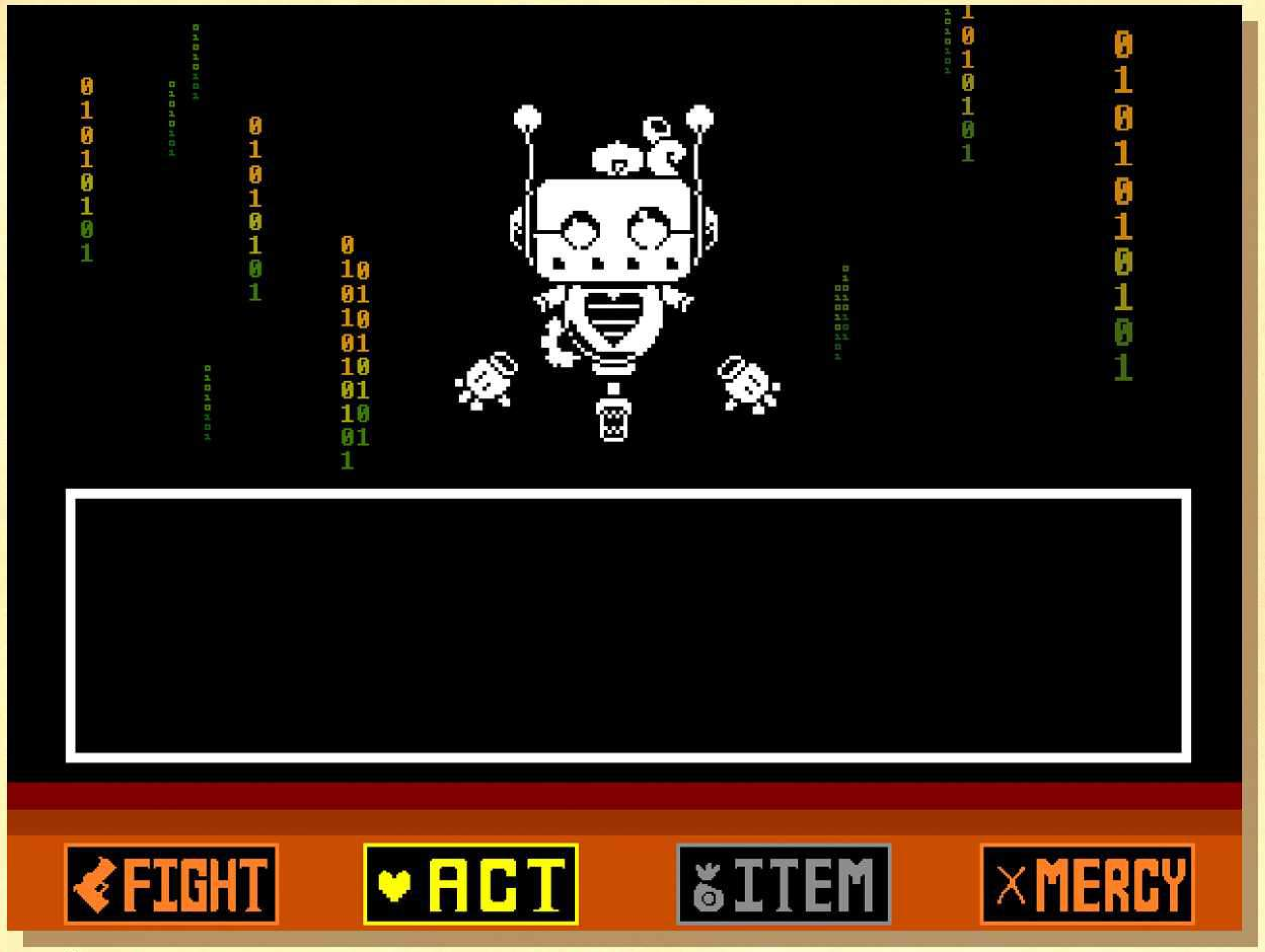
axis_chase.png - 2020
Figburn


IT IS HARD TO OPEN STUFF WHEN MY ONLY POINT OF FORCE IS AT THE BACK OF MY HANDS

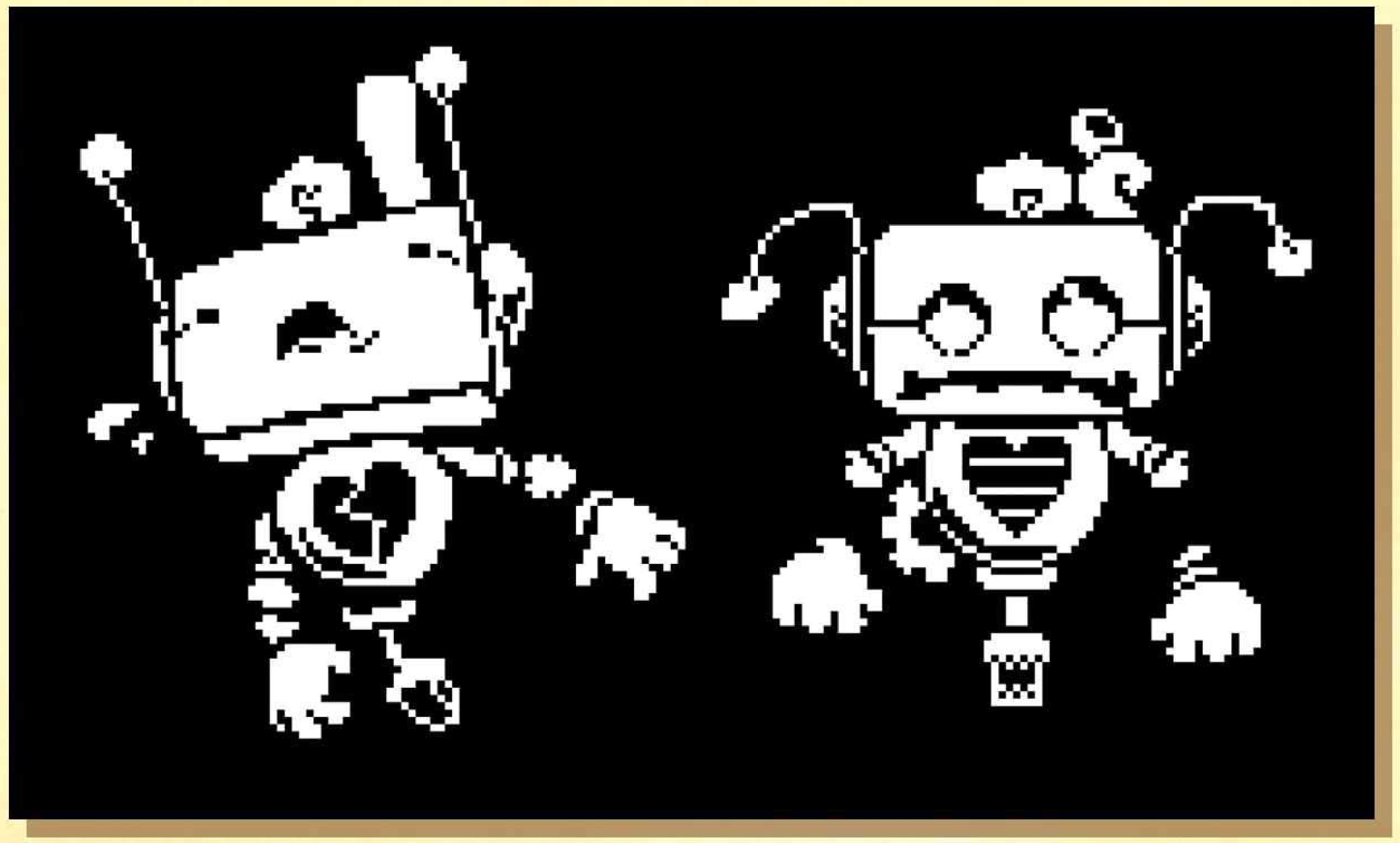


scary_axis.png - 2020
GlitchedPie, Vegard Jensen

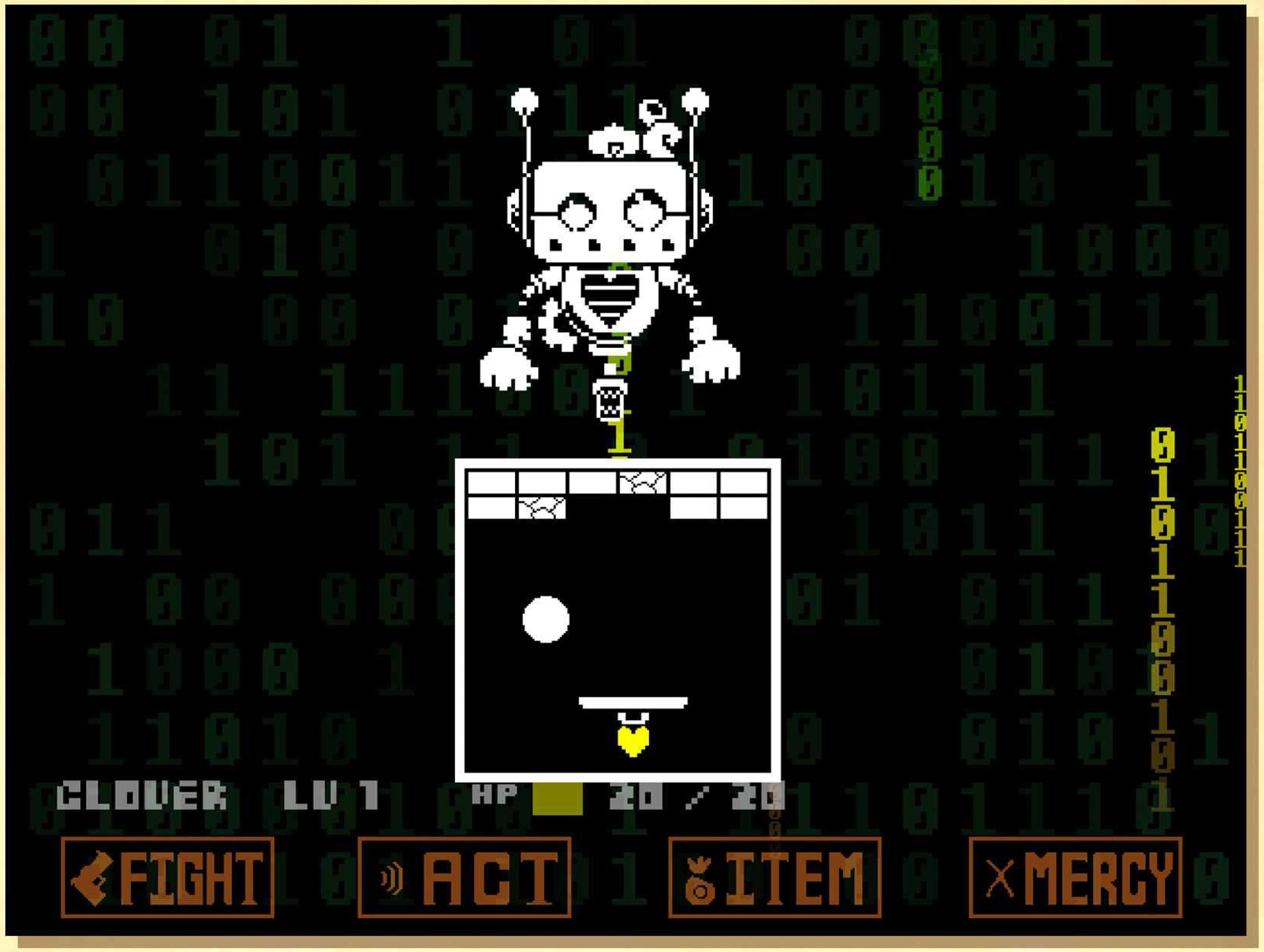
Axis Pickle Jar.png - 2020
Figburn
This was just a joke sketch, much like the ones seen in 'Illustrations & Sketches' but I liked the gag so much that I wrote a whole scene around it for Neutral.
- Sword


FIGHT
ACT
ITEM
MERCY

Axis bg mockup.png - 2021
GlitchedPie



placeholder_axis.png - 2022
GlitchedPie,Spasco

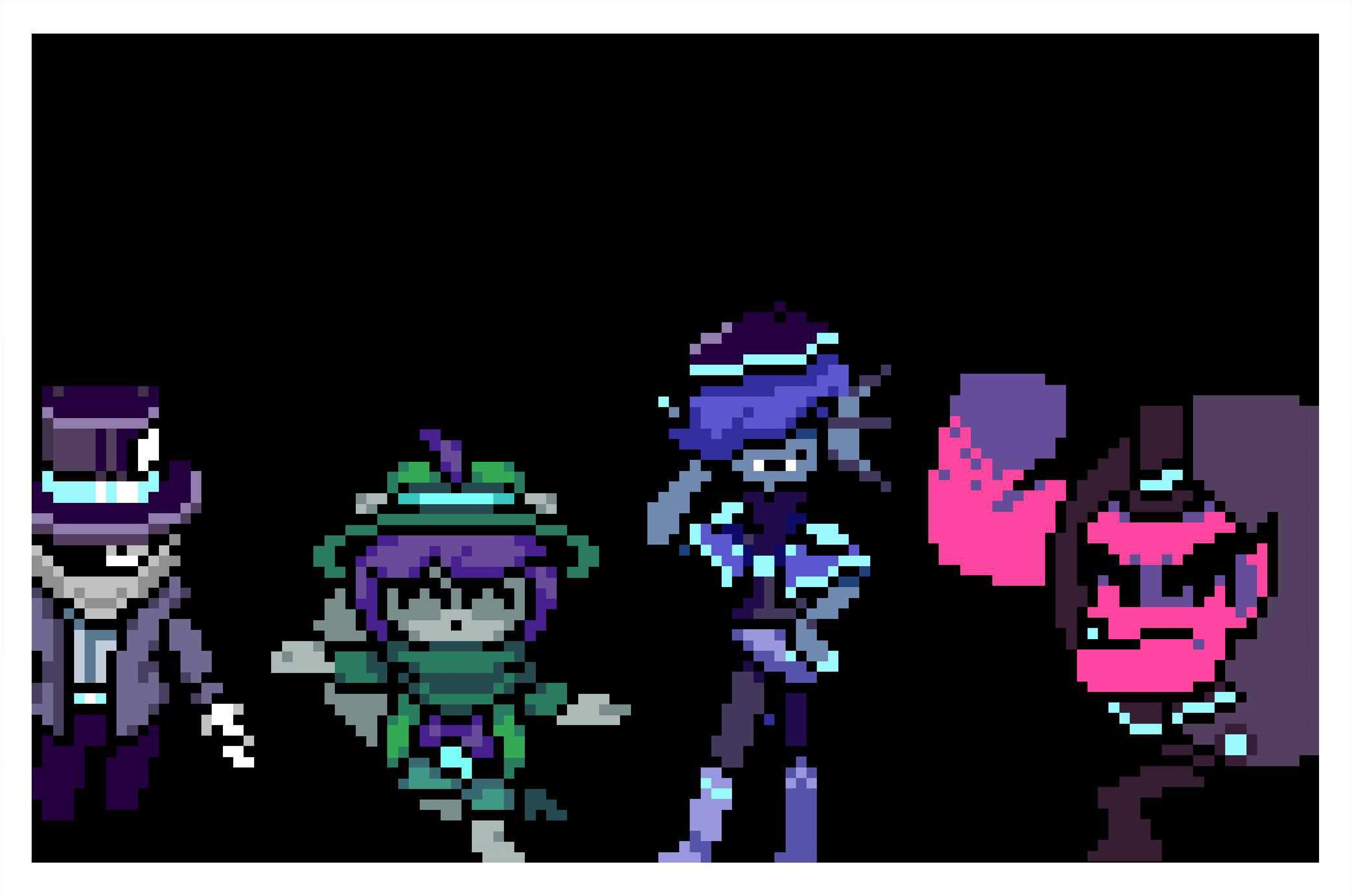

CLOVER LV 1
HP 20 / 20
FIGHT
ACT
ITEM
MERCY

breakout.gif - 2022
Spasco

The Axis fight went through several iterations.

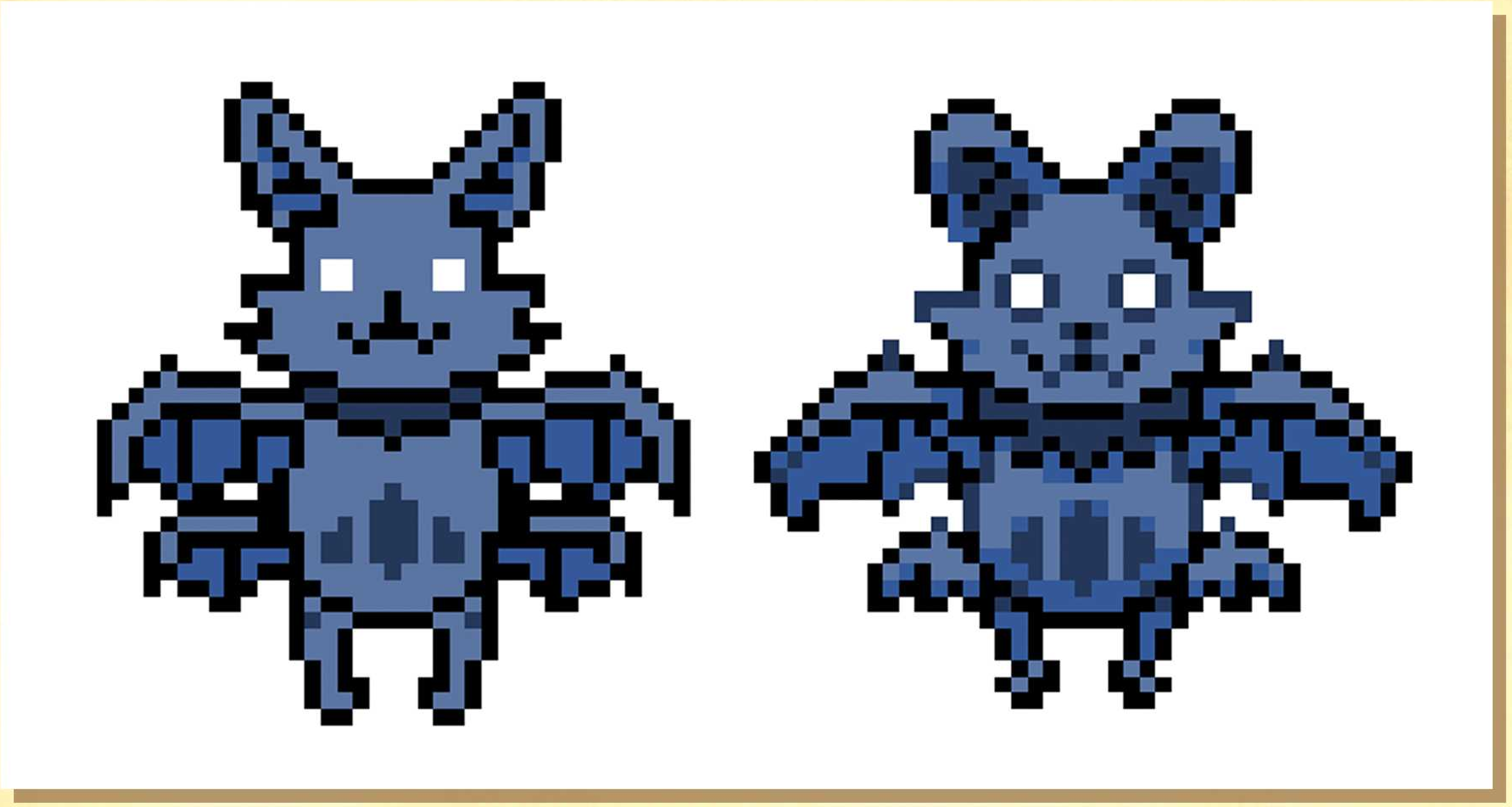
The first one was a Breakout-styled fight, however, I had trouble making any fun Breakout-based attack variations, so the idea got scrapped and eventually remade into the final version.

- Spasco



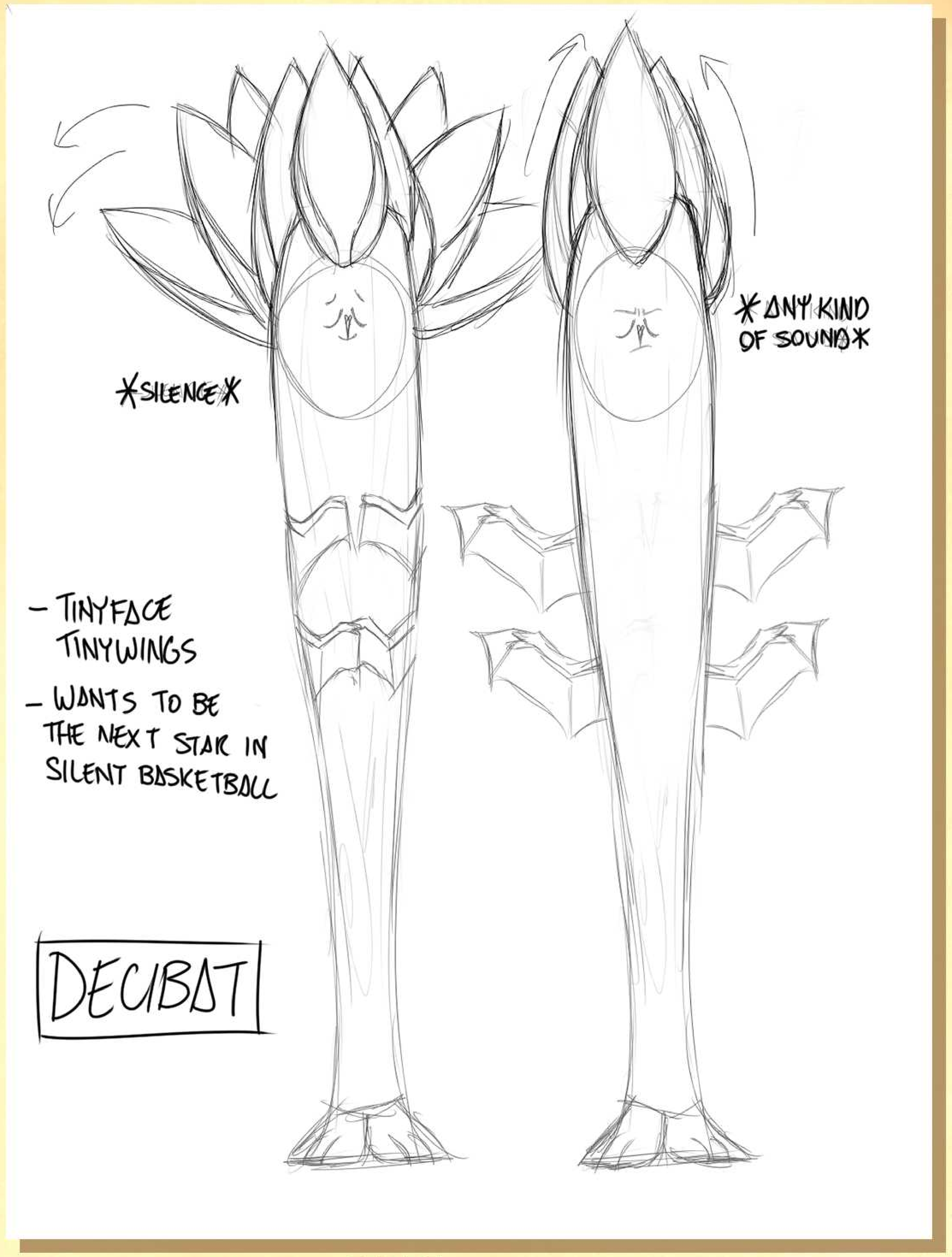
MINIBOSSES

DECIBAT



decibat sprites.png - 2016 & 2023
GlitchedPie
Decibat came from an old idea of Dalv being able to transform into a bat.

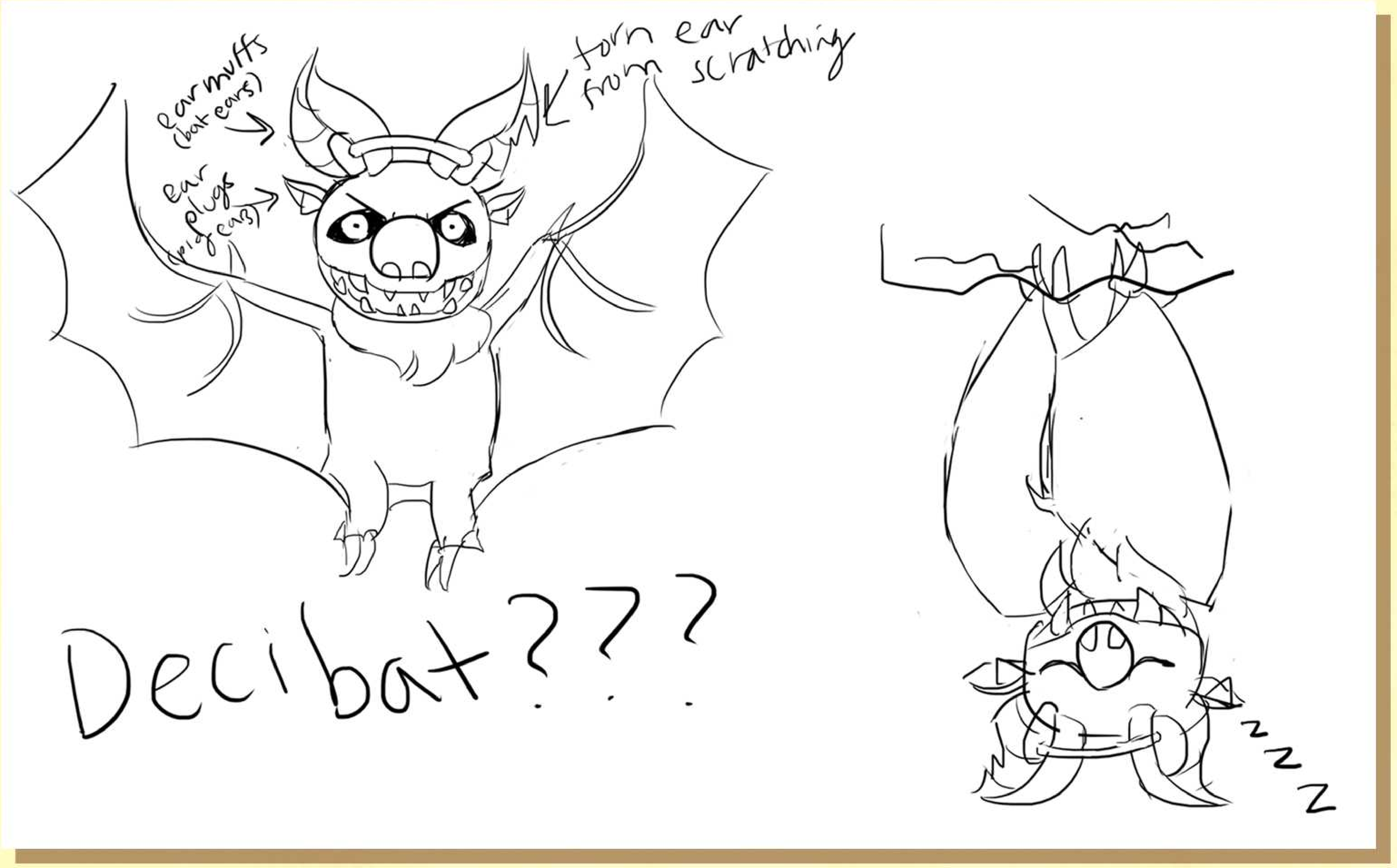
We separated them into two characters early on, but there’s still a nod to this fact in his theme “Fever Pitch” where Dalv’s leimotif appears.
- Sword


SILENCE
ANY KIND OF SOUND
- TINYFACE TINYWINGS
- WANTS TO BE THE NEXT STAR IN SILENT BASKETBALL
DECIBAT

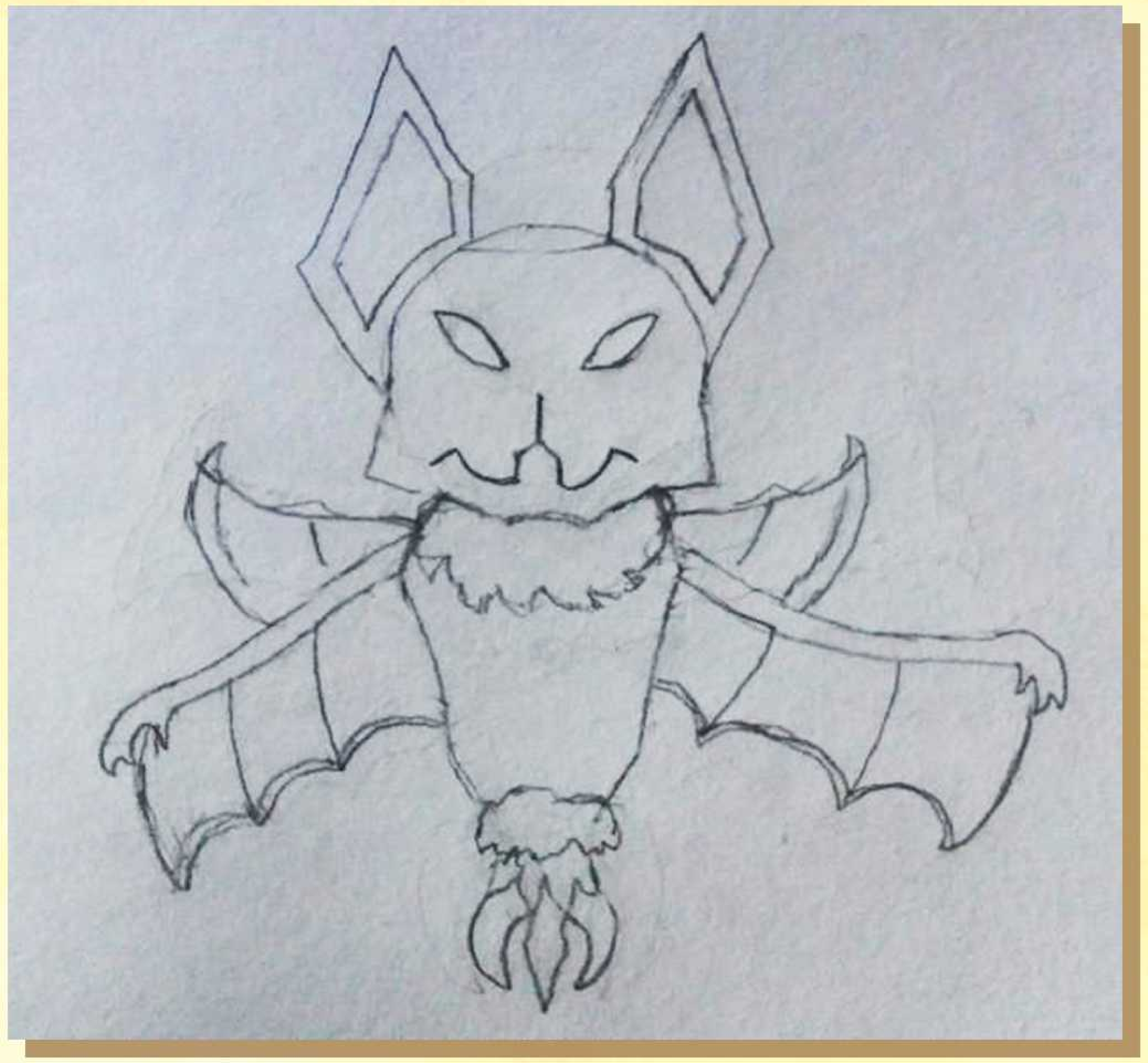
asparagus.png - 2016
Emmalume
It took a lot of trial and error to get the right design.

With this one, Emma thought “bat” was a reference to baseball.
We all died laughing.
- Sword

decibatv1 .png - 2016
Sweaterbat

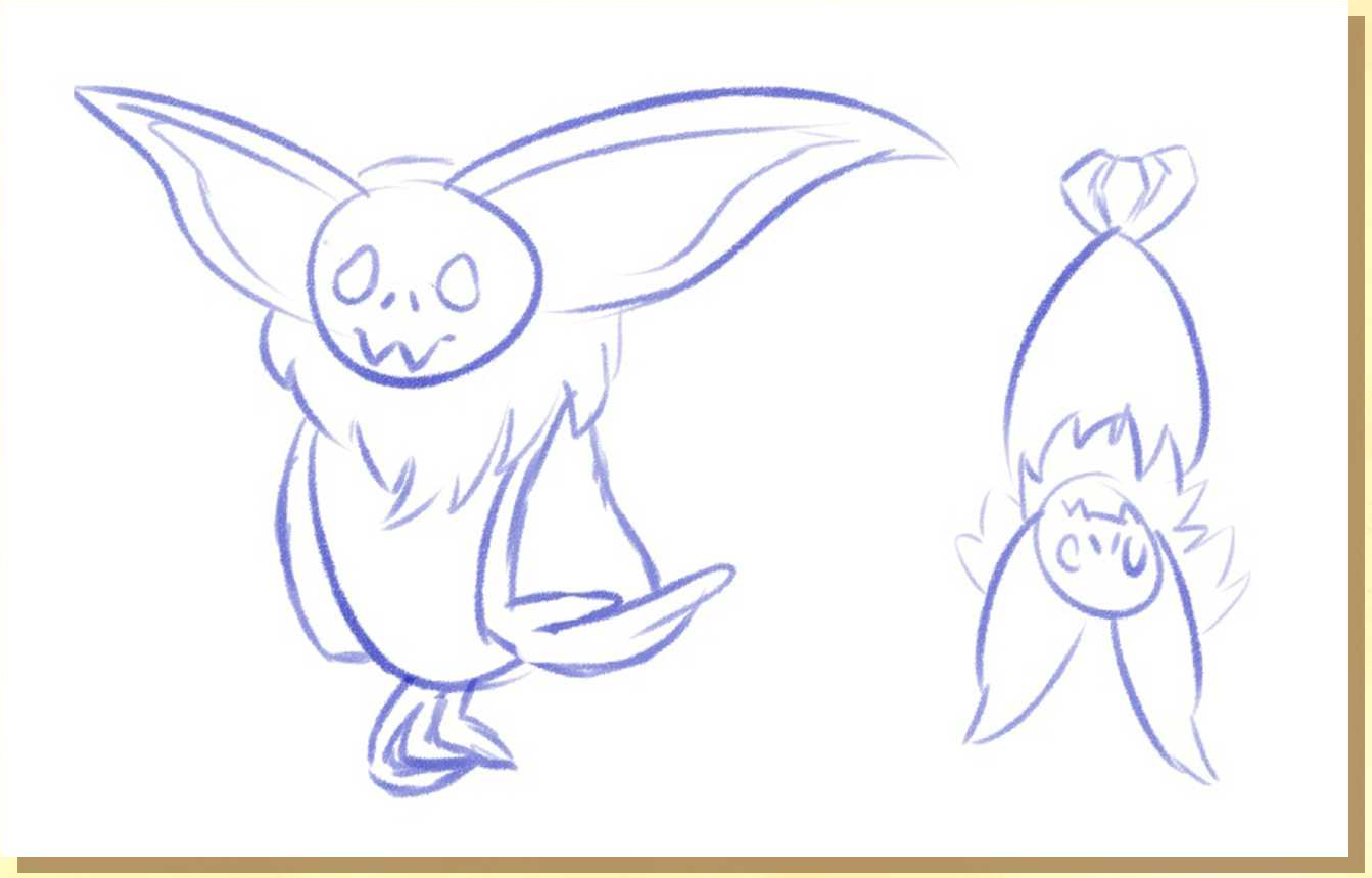

earmuffs (bat ears)
ear plugs (pig ears)
torn ear from scratching
Decibat???
zzz

horrible decibat.png - 2016
MasterSwordRemix



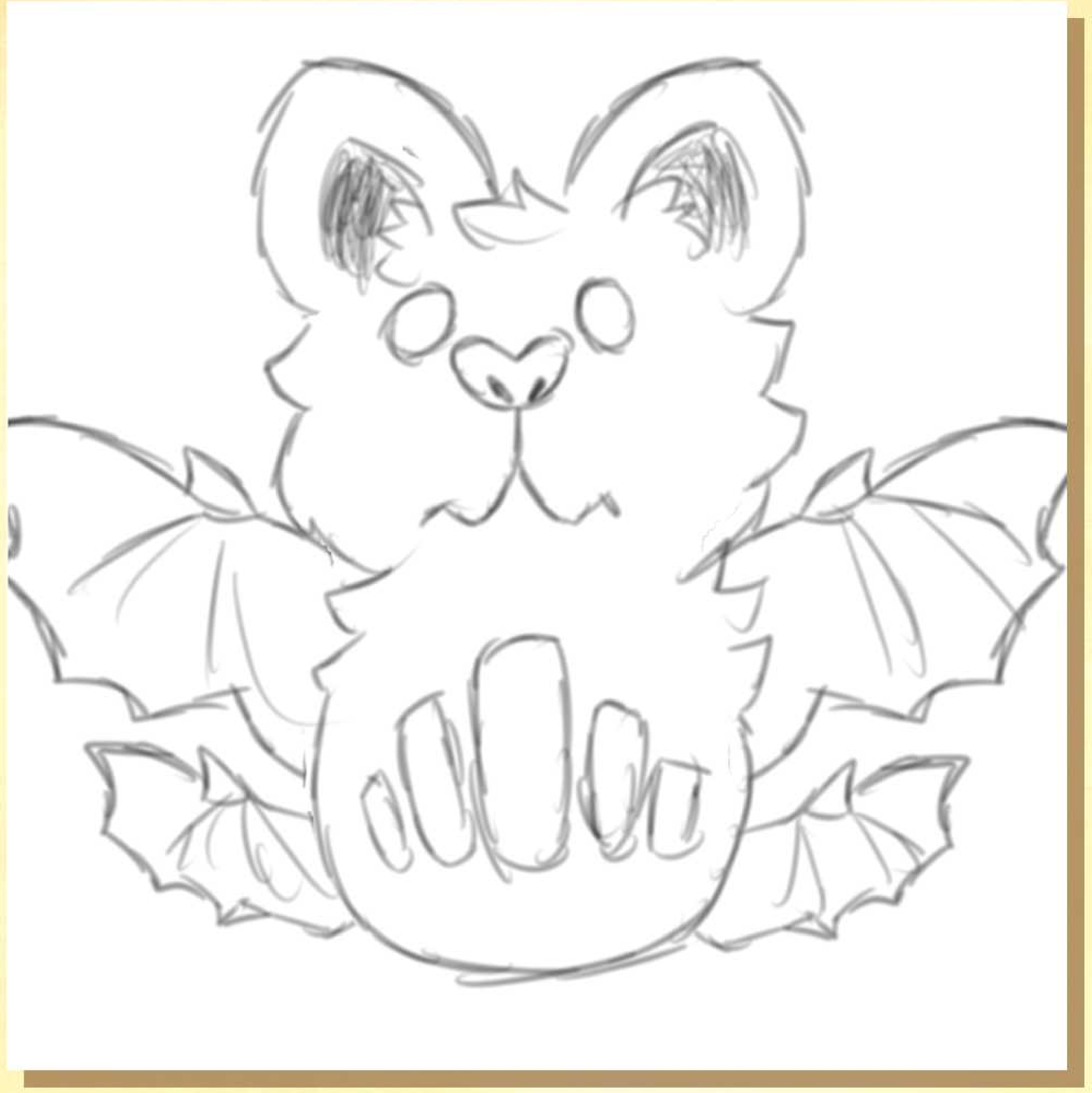
As I said, it was an ordeal to find the right look for our poor bat lol.

- Sword

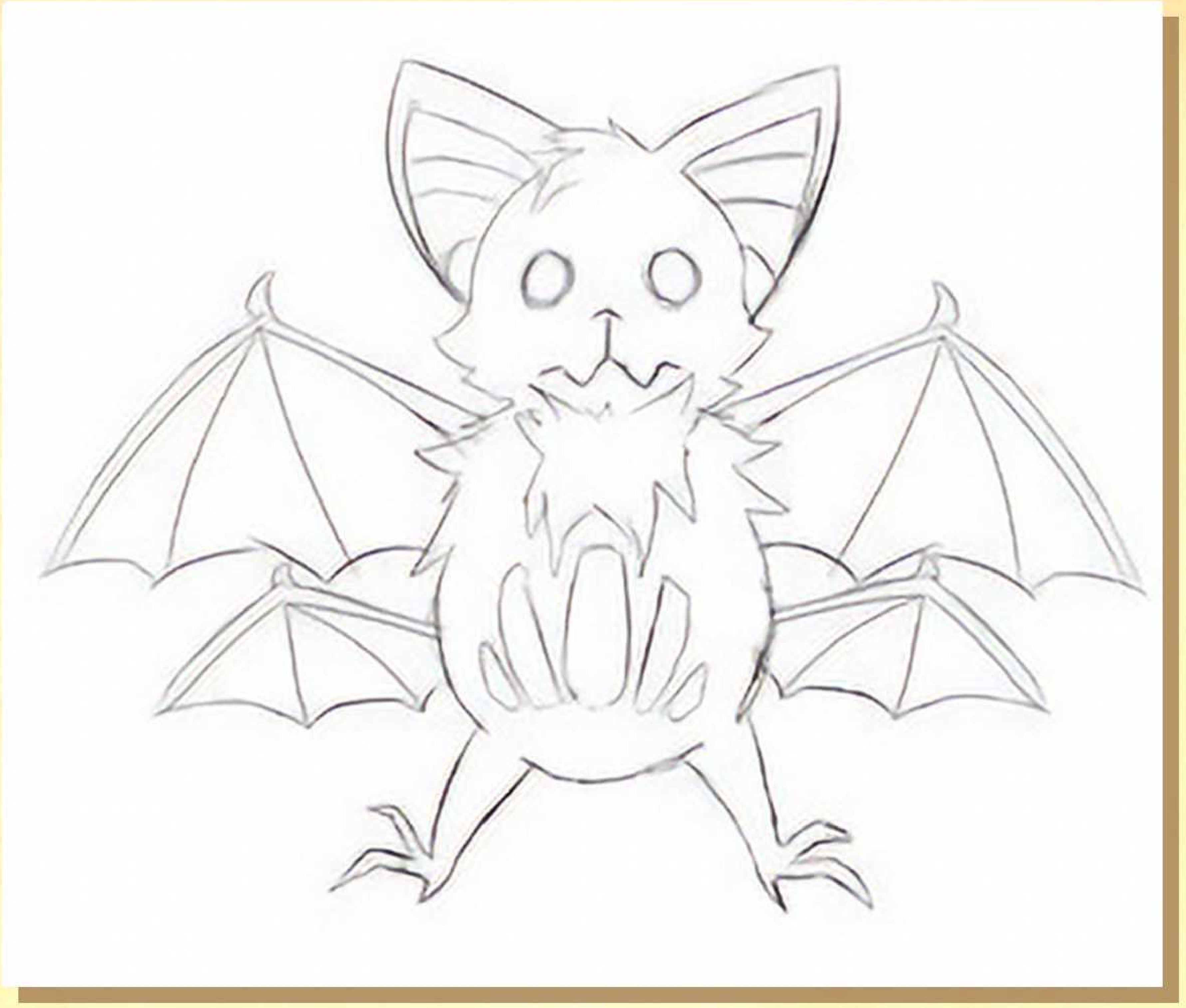


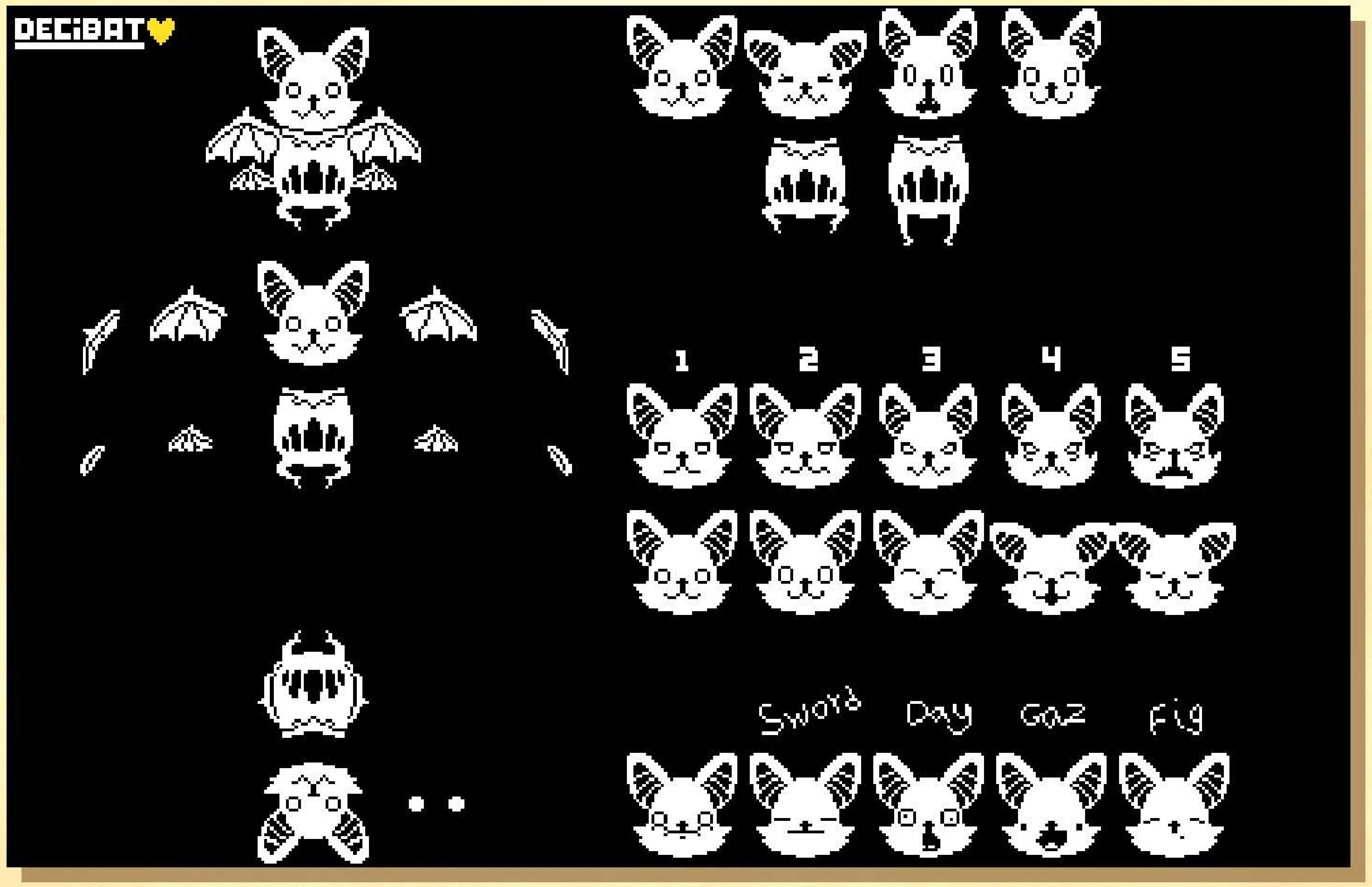
decibat 1.png - 2016
Figburn

Decibat.png - 2016
InkuNoodle



Decibat_Final.png - 2016
AWildDaydreamer, InkuNoodle



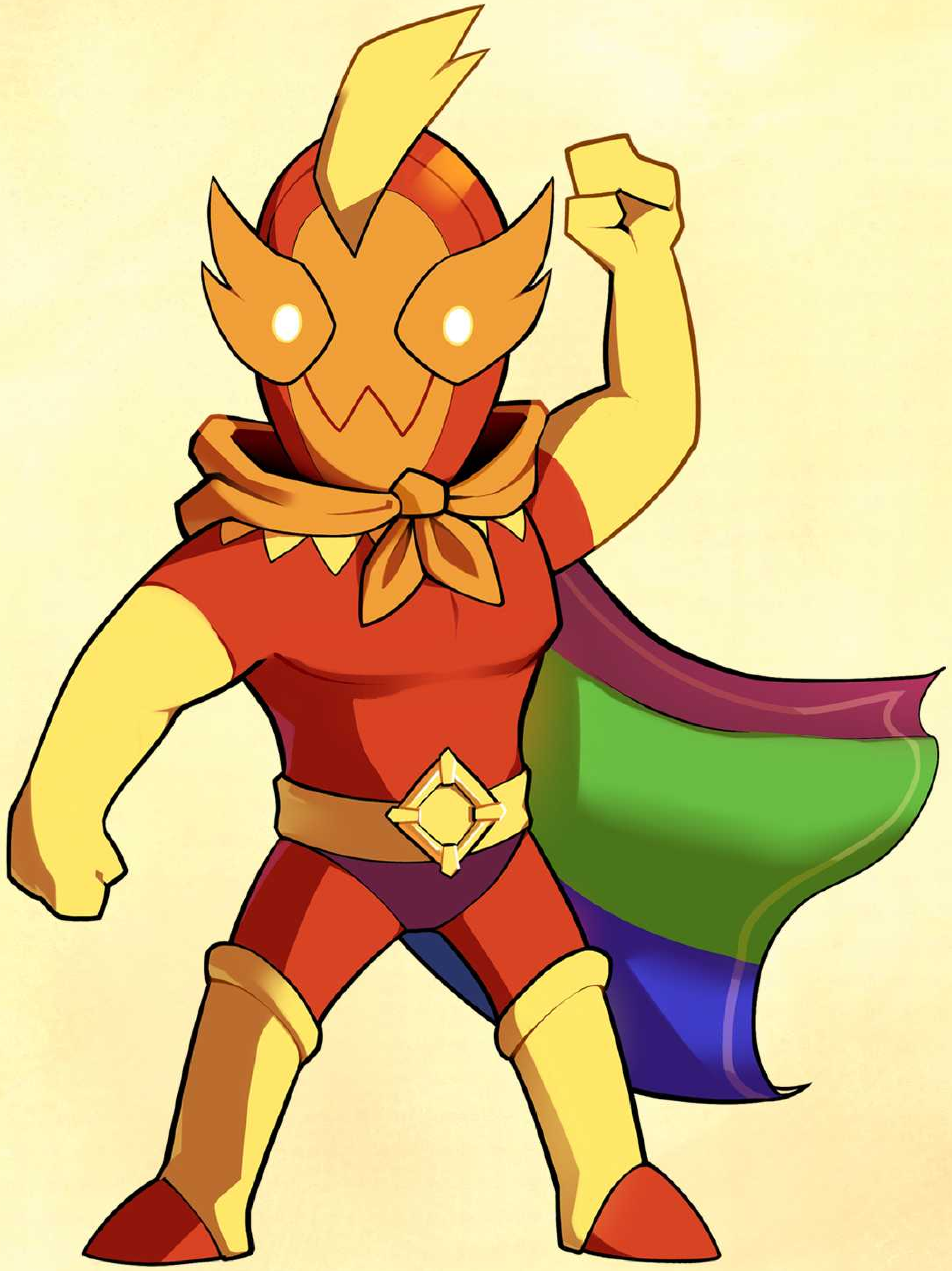

DECIBAT
1
2
3
4
5
Sword
Day
Gaz
Fig

decibat_sprite_sheet .png - 2016
Gaziter

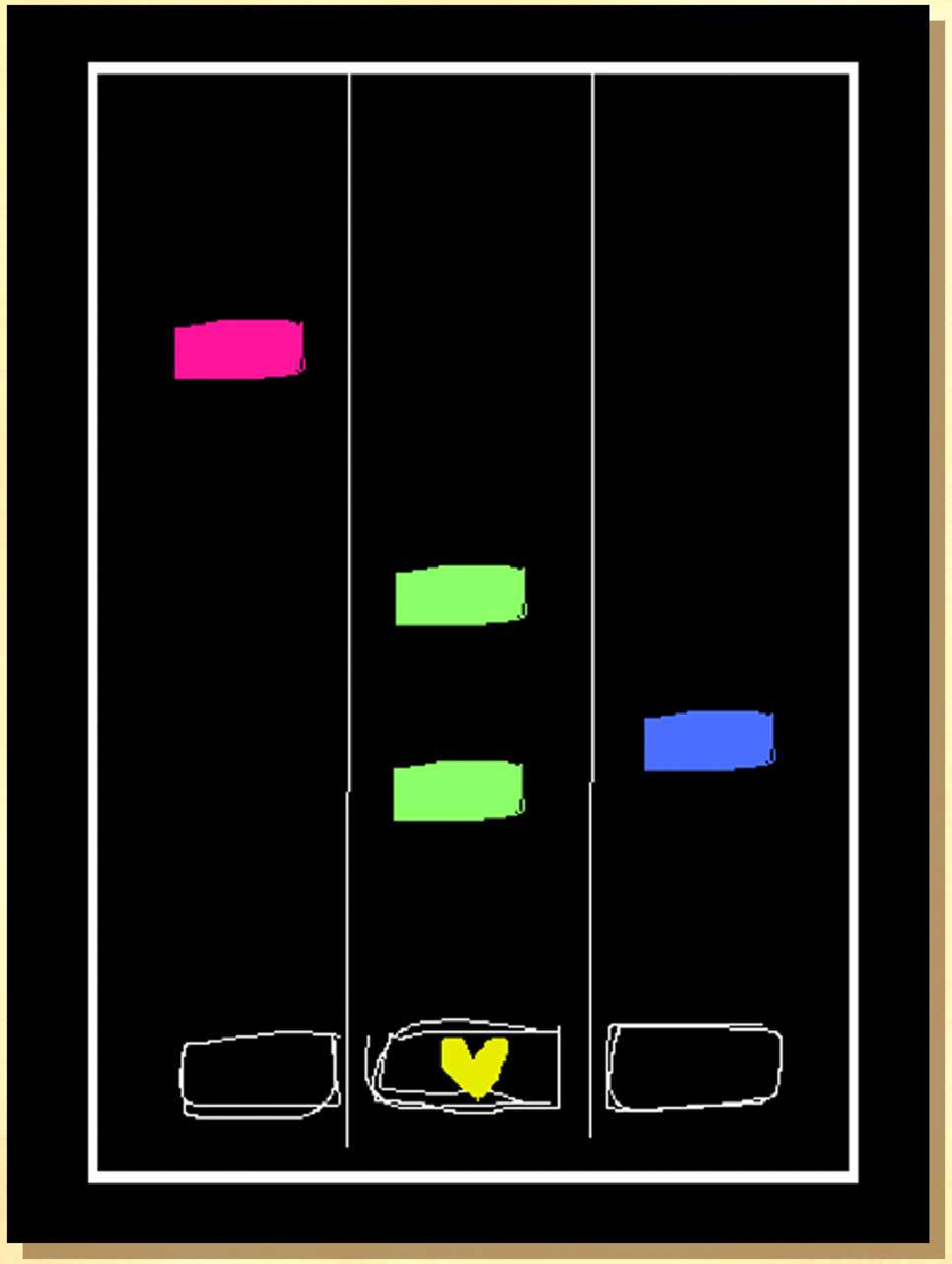
We did it!!

- Sword

EL BAILADOR



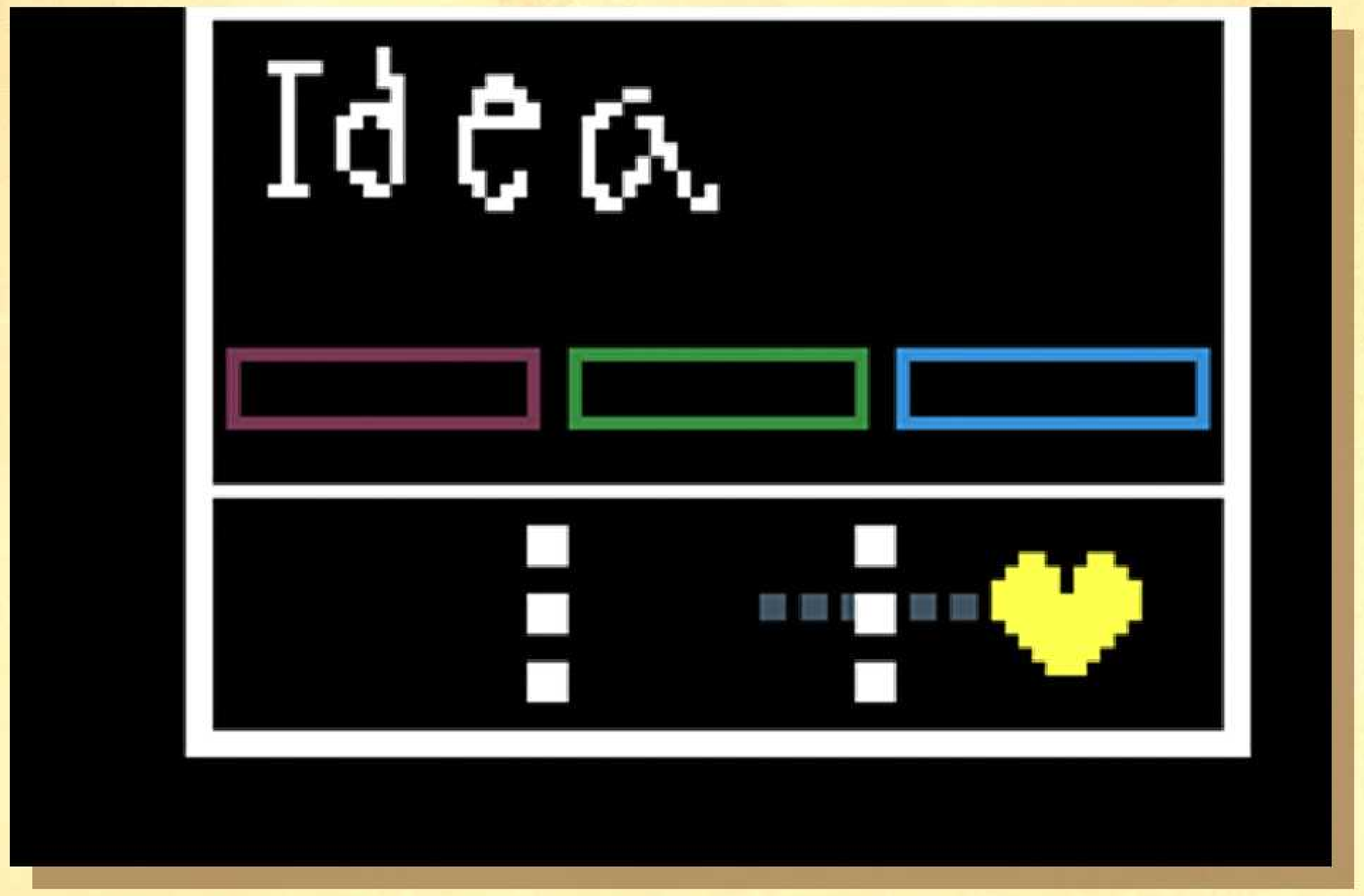
bailador.png - 2019
InkuNoodle,NoteBlock



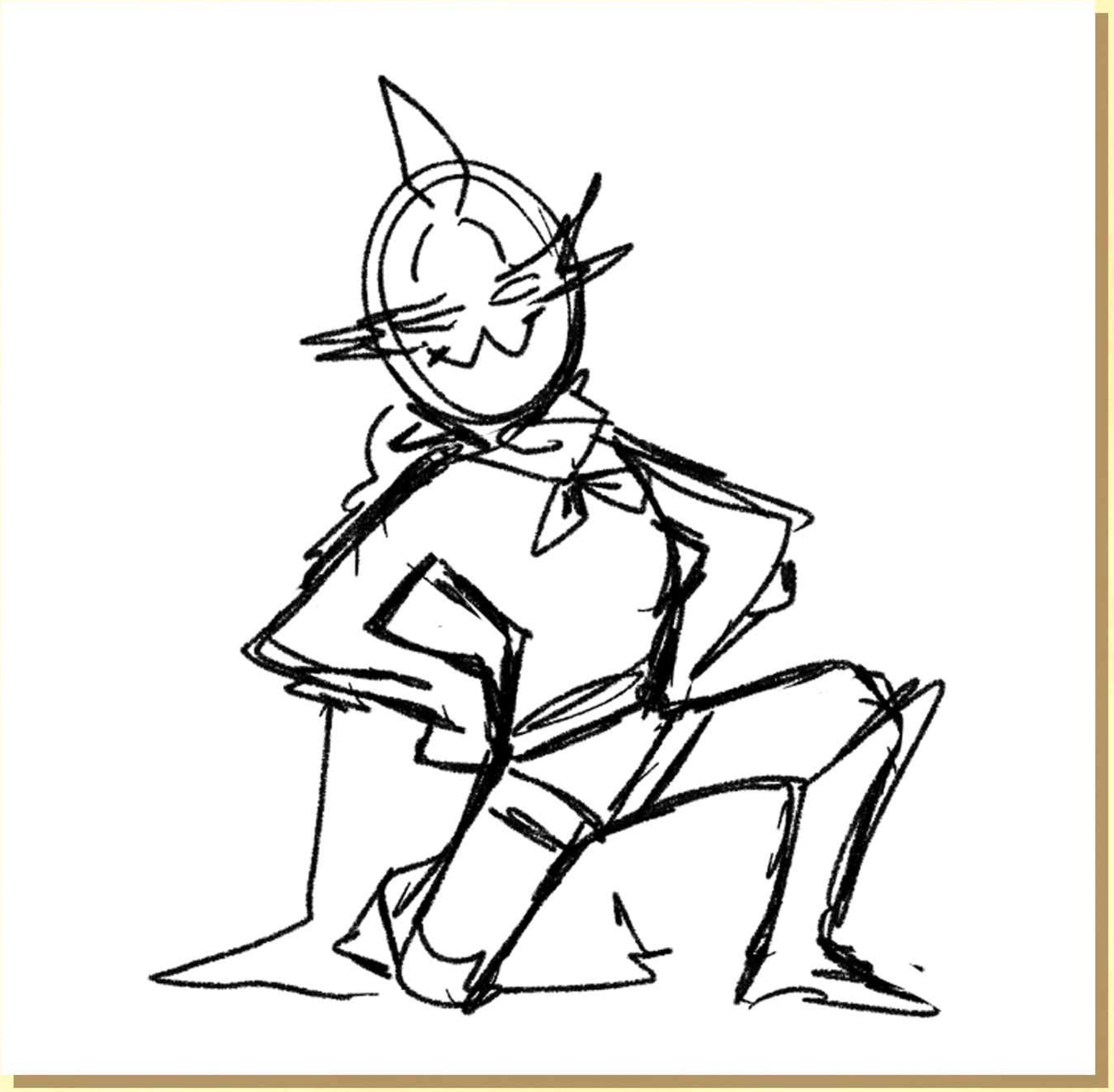
rhythm1.png - 2018
Vegard Jensen
Because Undertale based its “SOUL modes” on a few different genres of games, we had to wrack our brains to think of new ways to play.

Though it was tough to develop, I still think El Bailador’s “Guitar Hero” mode is a really fun idea.

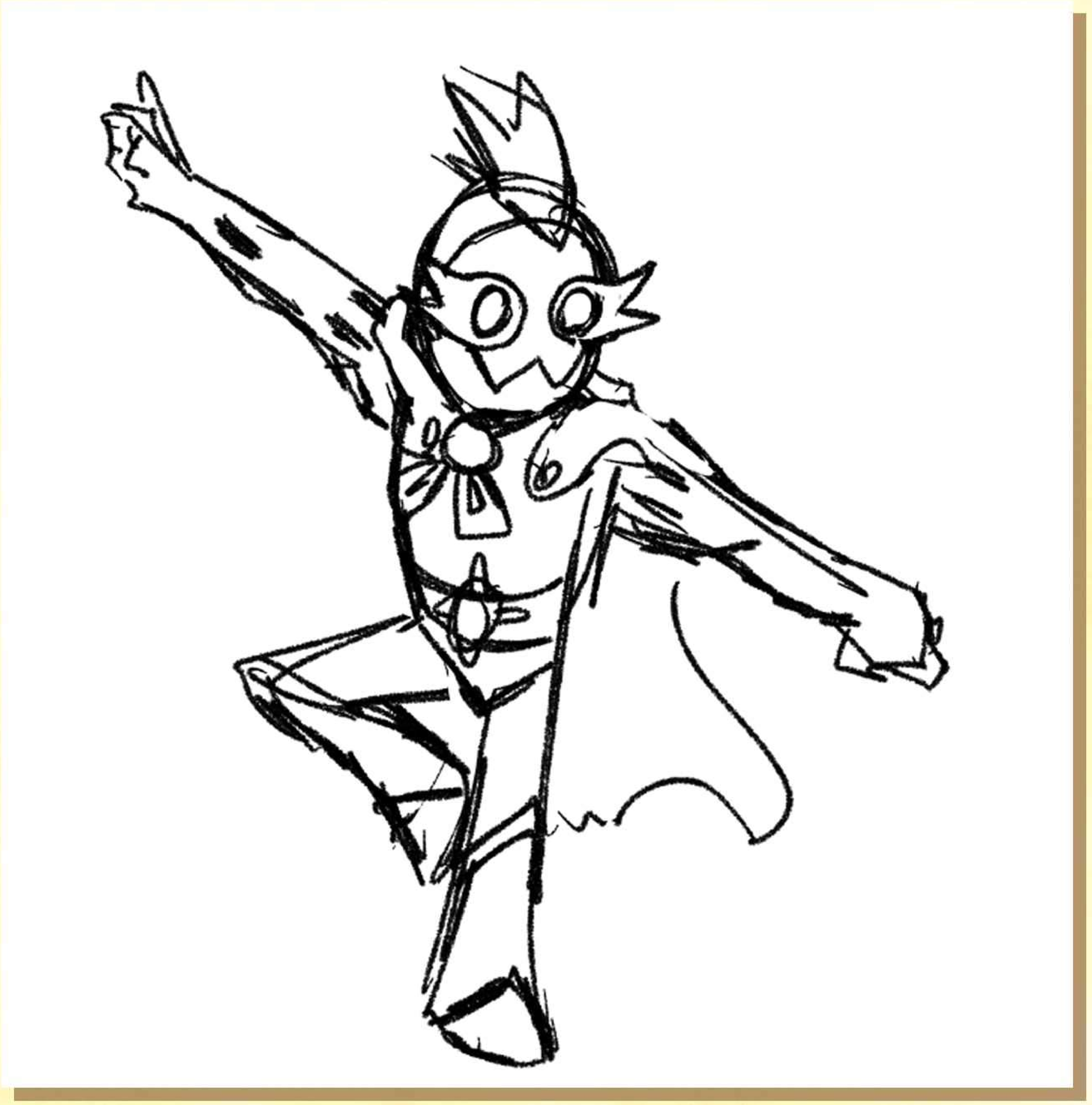
Apologies to those who hate rhythm games ^^;
- Sword



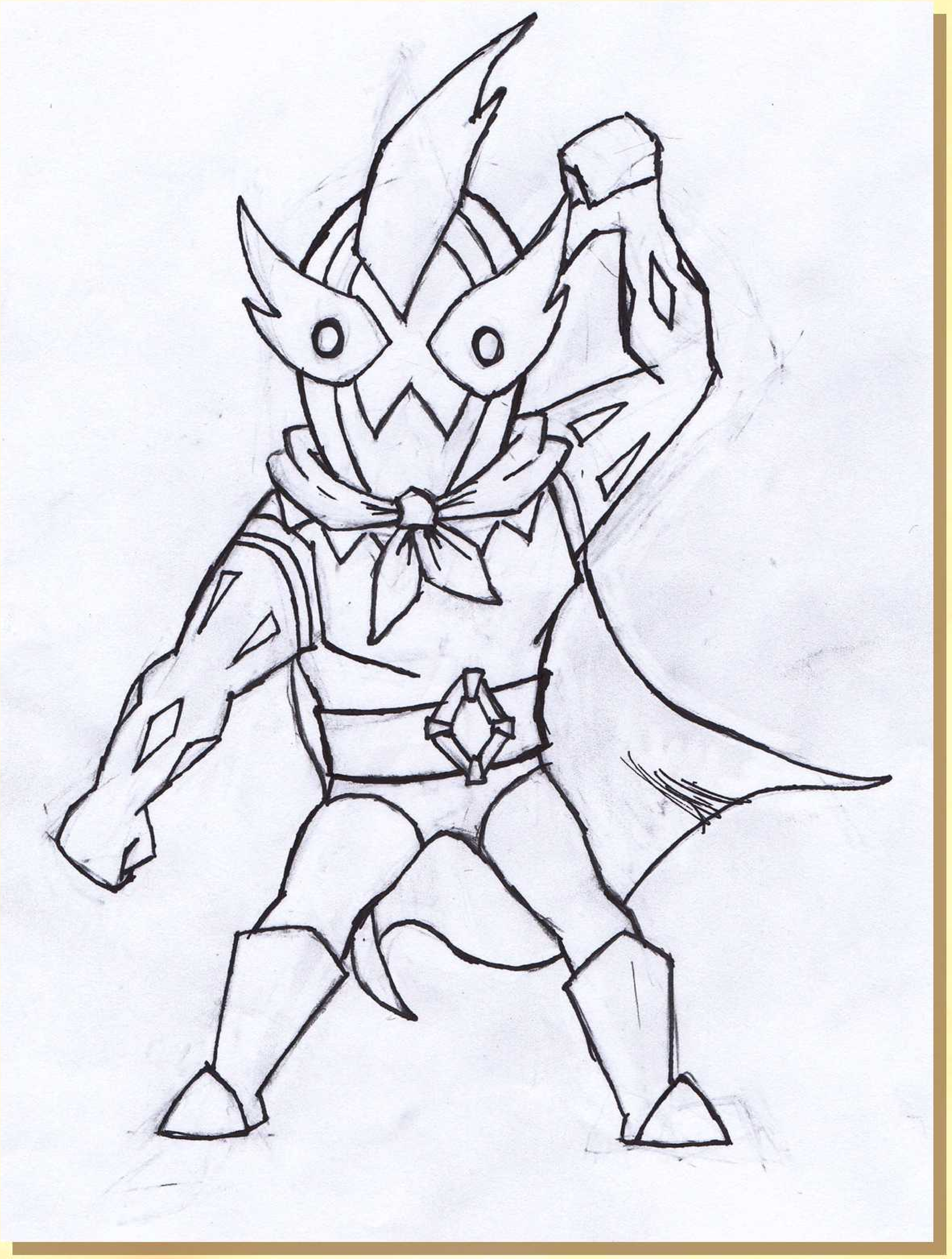
bailador idea2.gif - 2018
Figburn



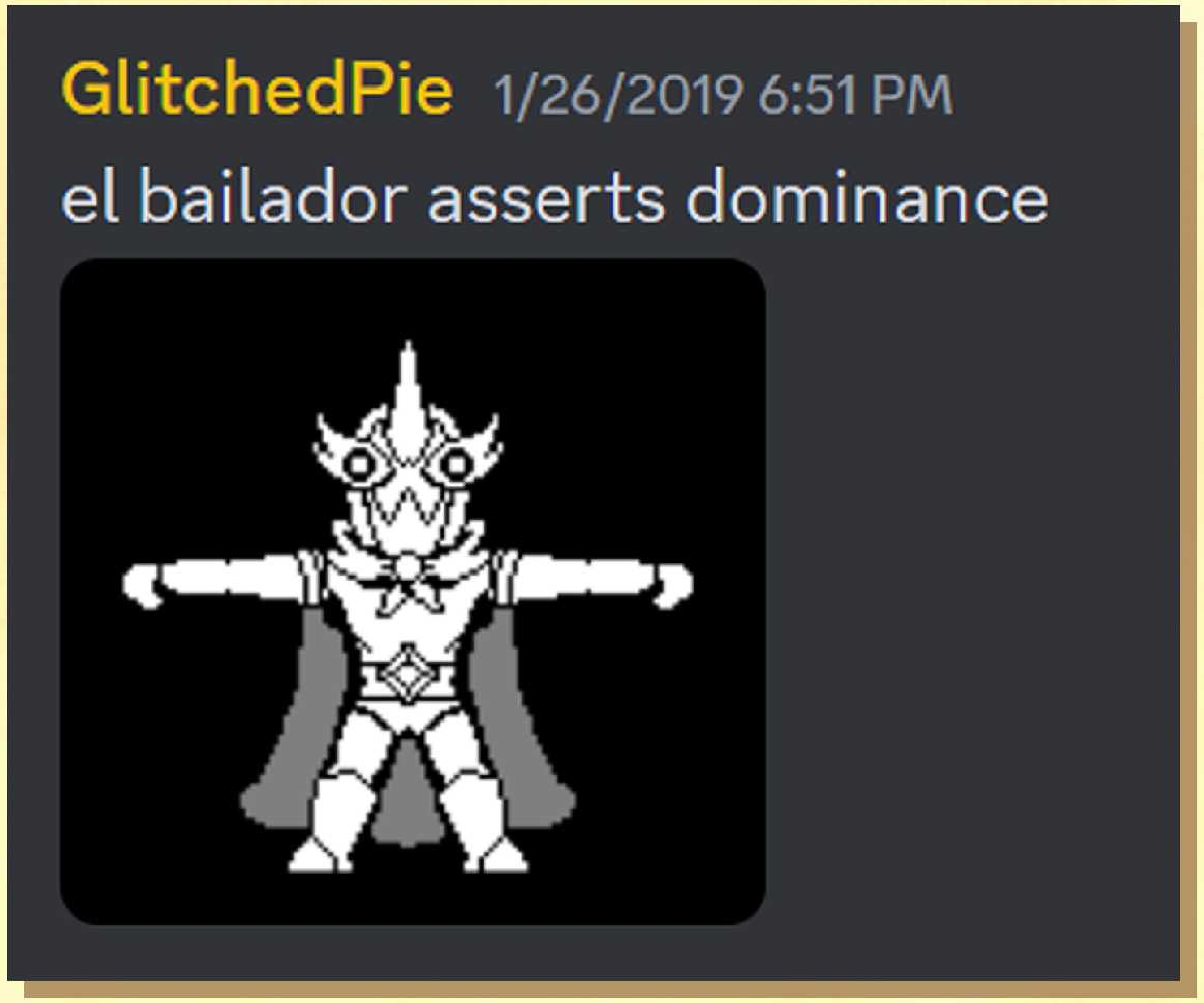
bailador pose 1.png - 2020
Figburn



bailador pose 2.png - 2020
Figburn



dominance.png - 2019
GlitchedPie



GlitchedPie 1/26/2019 6:51 PM

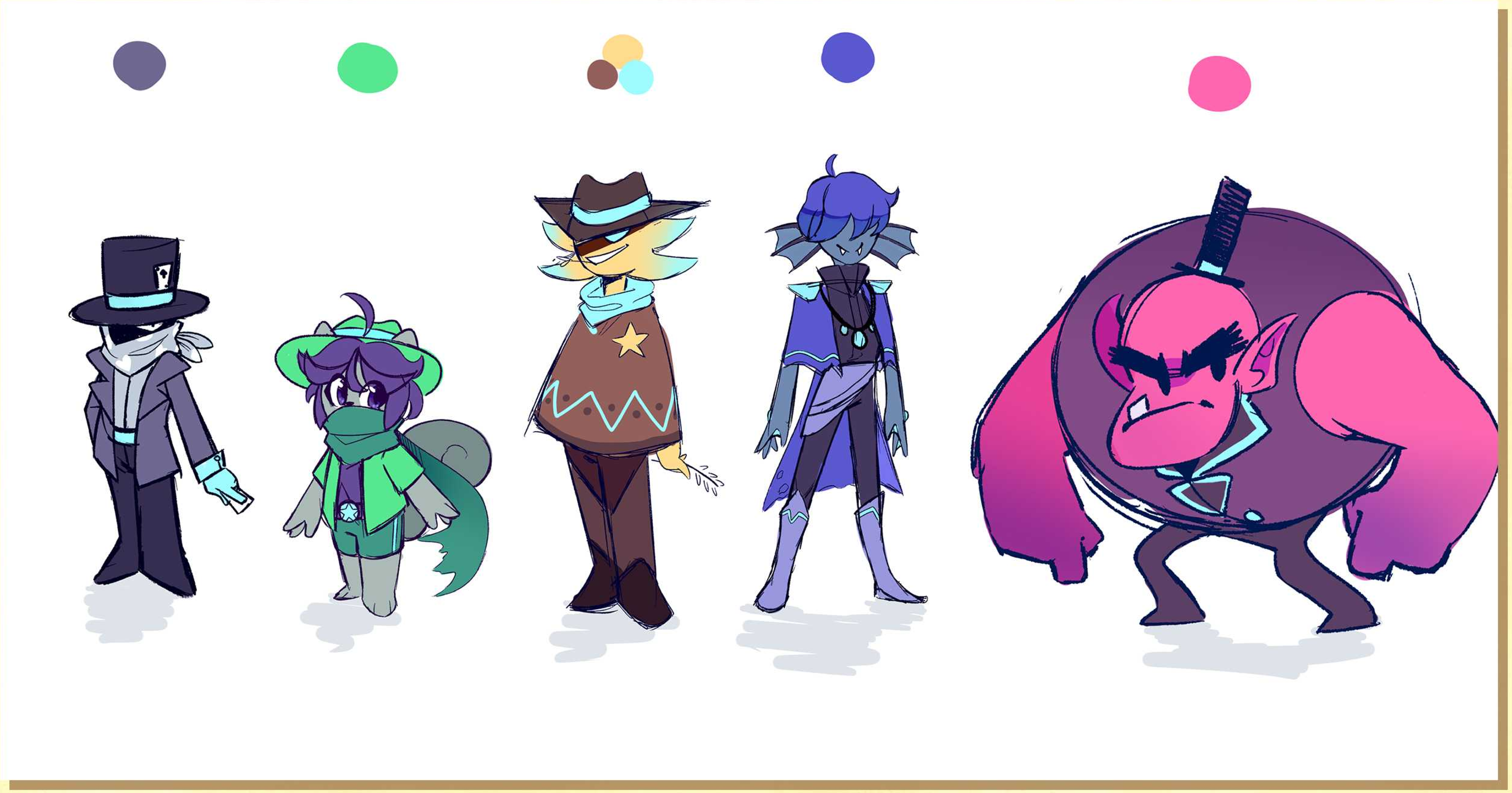
el bailador asserts dominance

Dancer_Boss.png - 2018
NoteBlock

El Bailador stemmed from an old idea for a gecko-like miniboss who had a samba rendition of Enemy Approaching as a theme. The fun sound of that unused track definitely inspired us to lean into the “dancing” angle.

- Sword

THE FEISTY FOUR



star_gang.png - 2018
Figburn

Every gunslinger needs their gang!

Starlo seemed a bit lonely, so adding a group of goofy friends was a great opportunity to heighten the shenanigans of the Wild East. Each member of the crew was designed by a different artist too!

- Sword

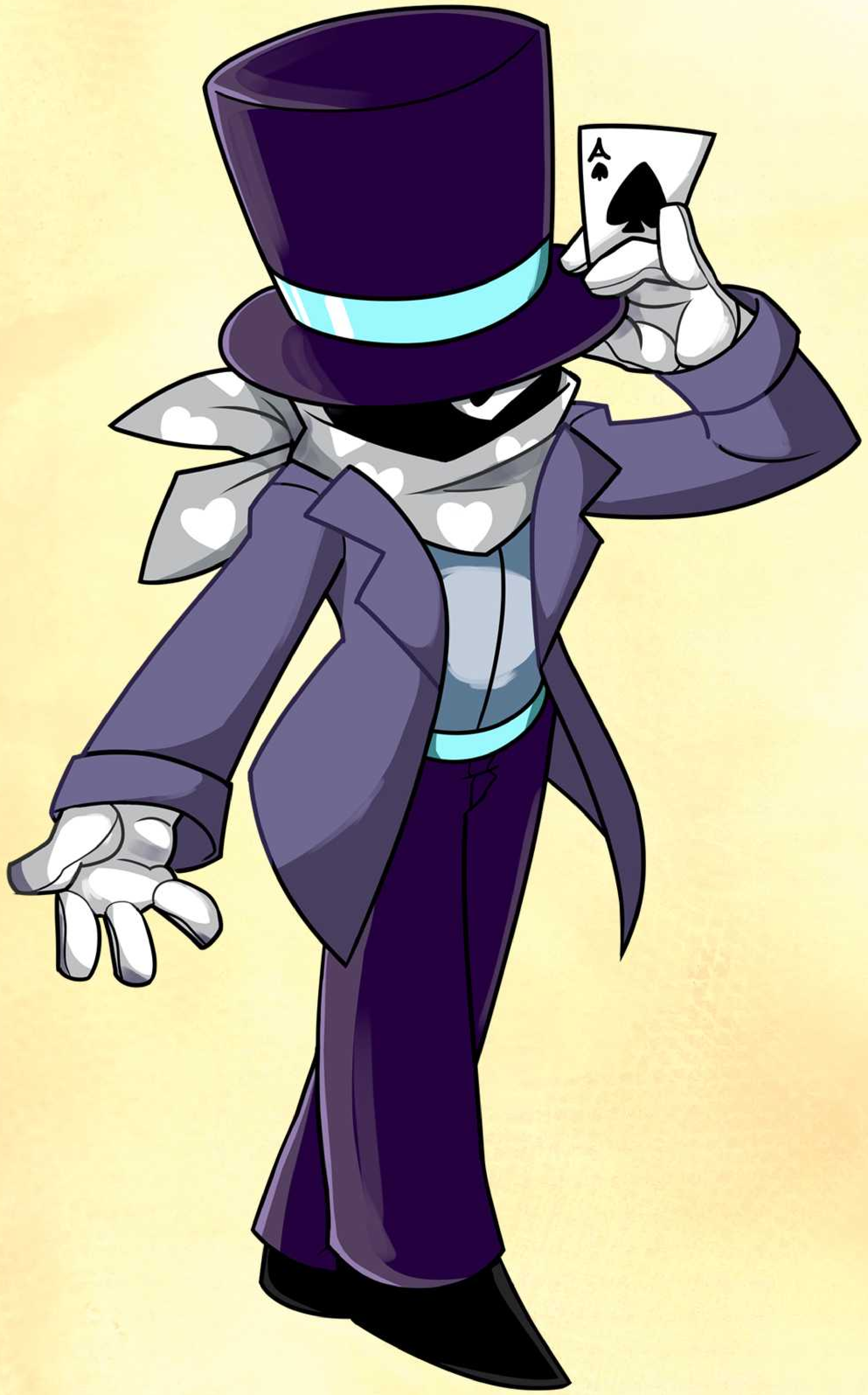
Notably, most Feisty Five members did not originally have cyan in their palettes, but was added in later when I was tweaking final colors to tie them all together.

The shade of cyan was taken from early Starlo concepts, but on him it later drifted to turquoise.

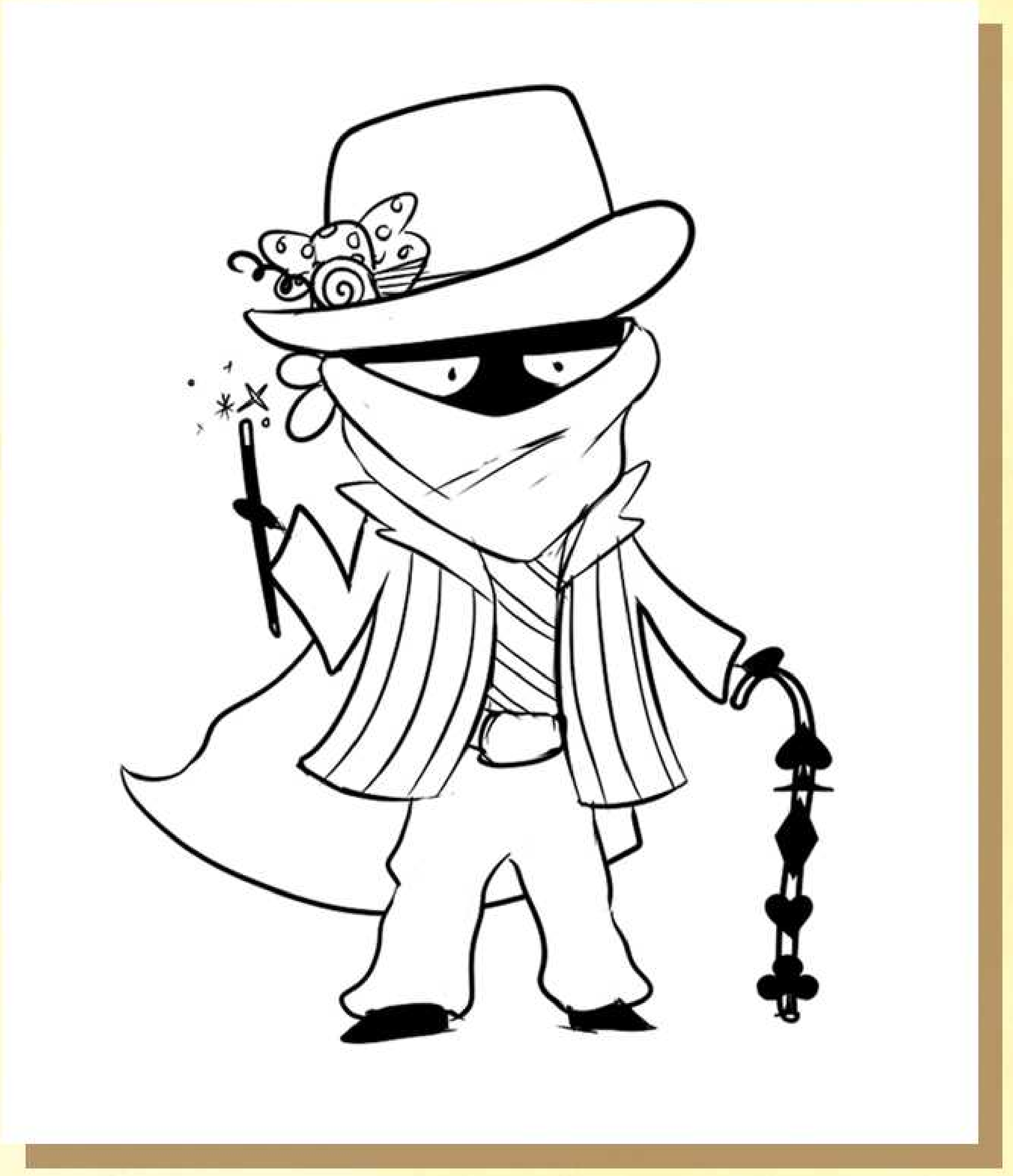
Hm, so should it be swapped to turquoise on all the Five then?

- Fig

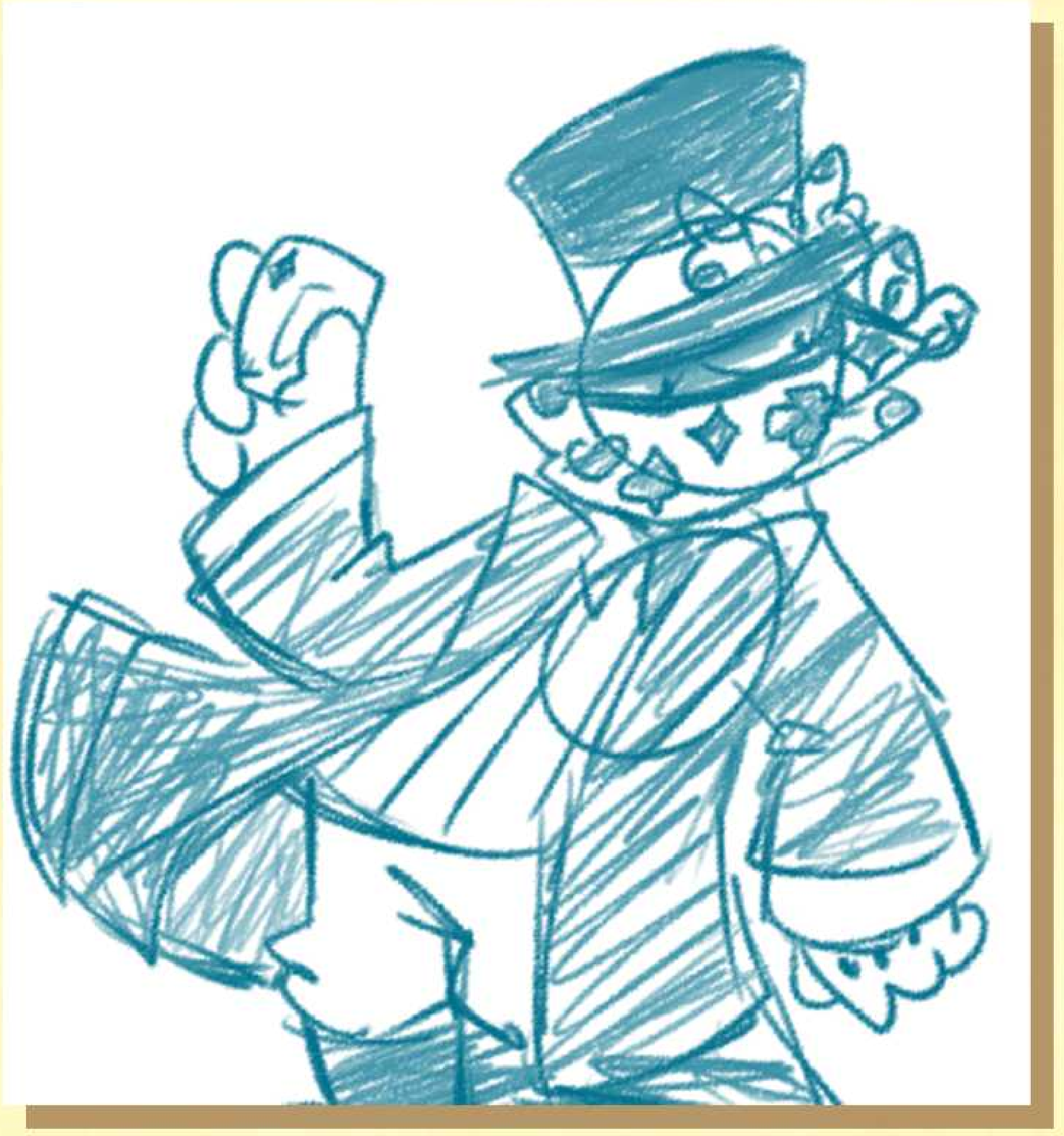
ACE_RENDER_REAL.png - 2024
Nerosensei



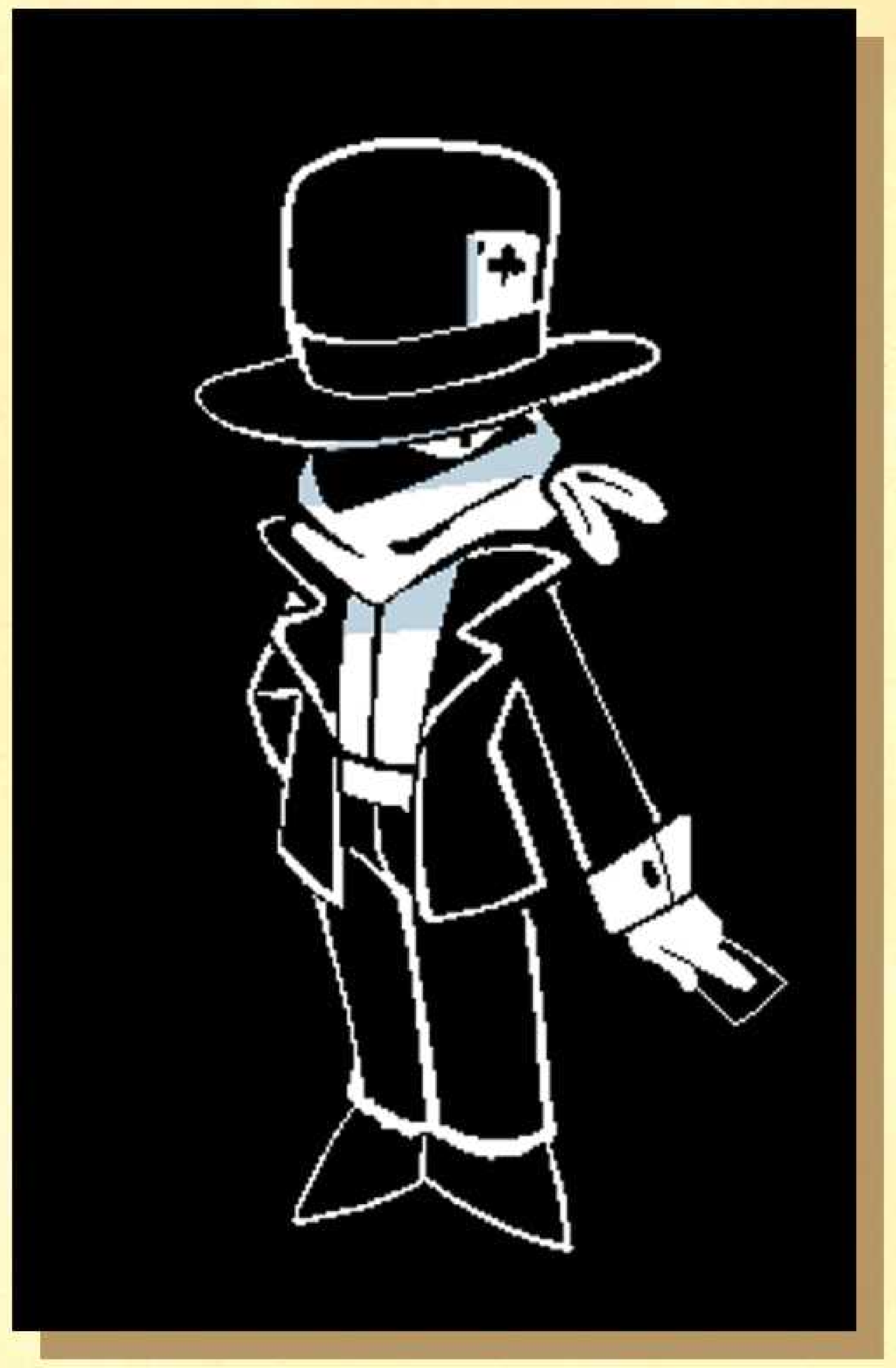
Magician.png - 2017
AWildDayDreamer



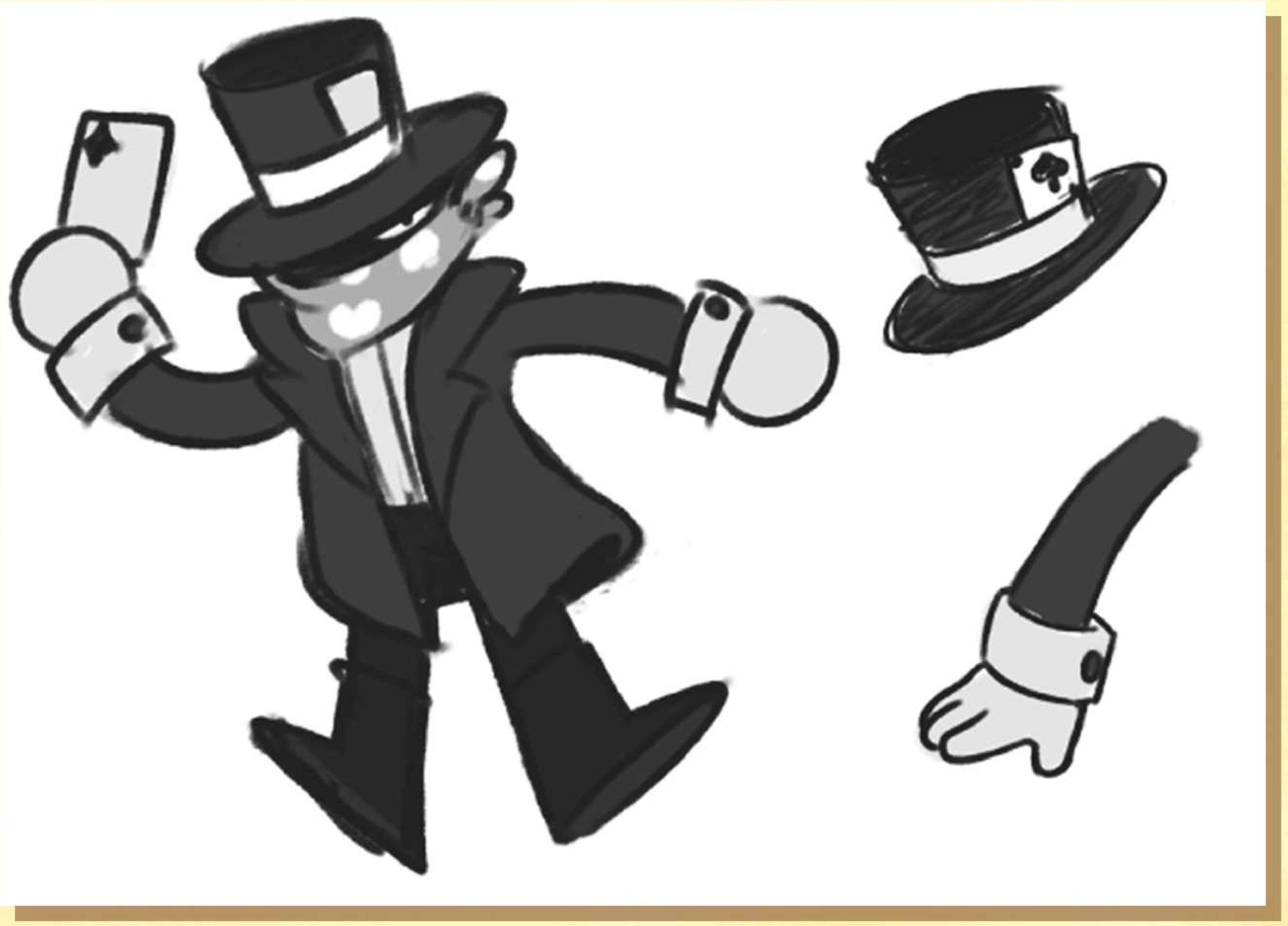
magician2.png - 2017
InkuNoodle



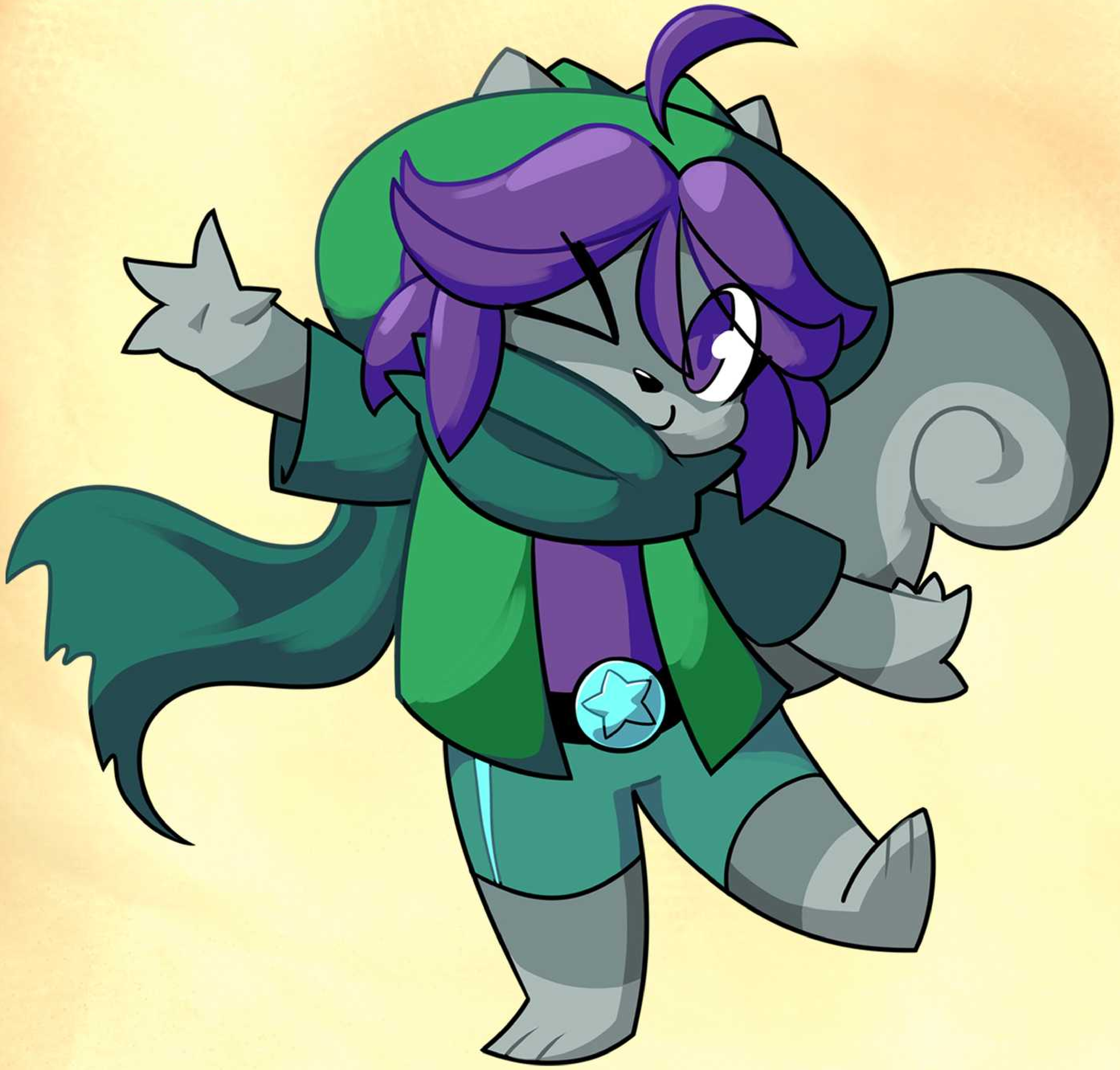
ACE pose.png - 2019
Figburn



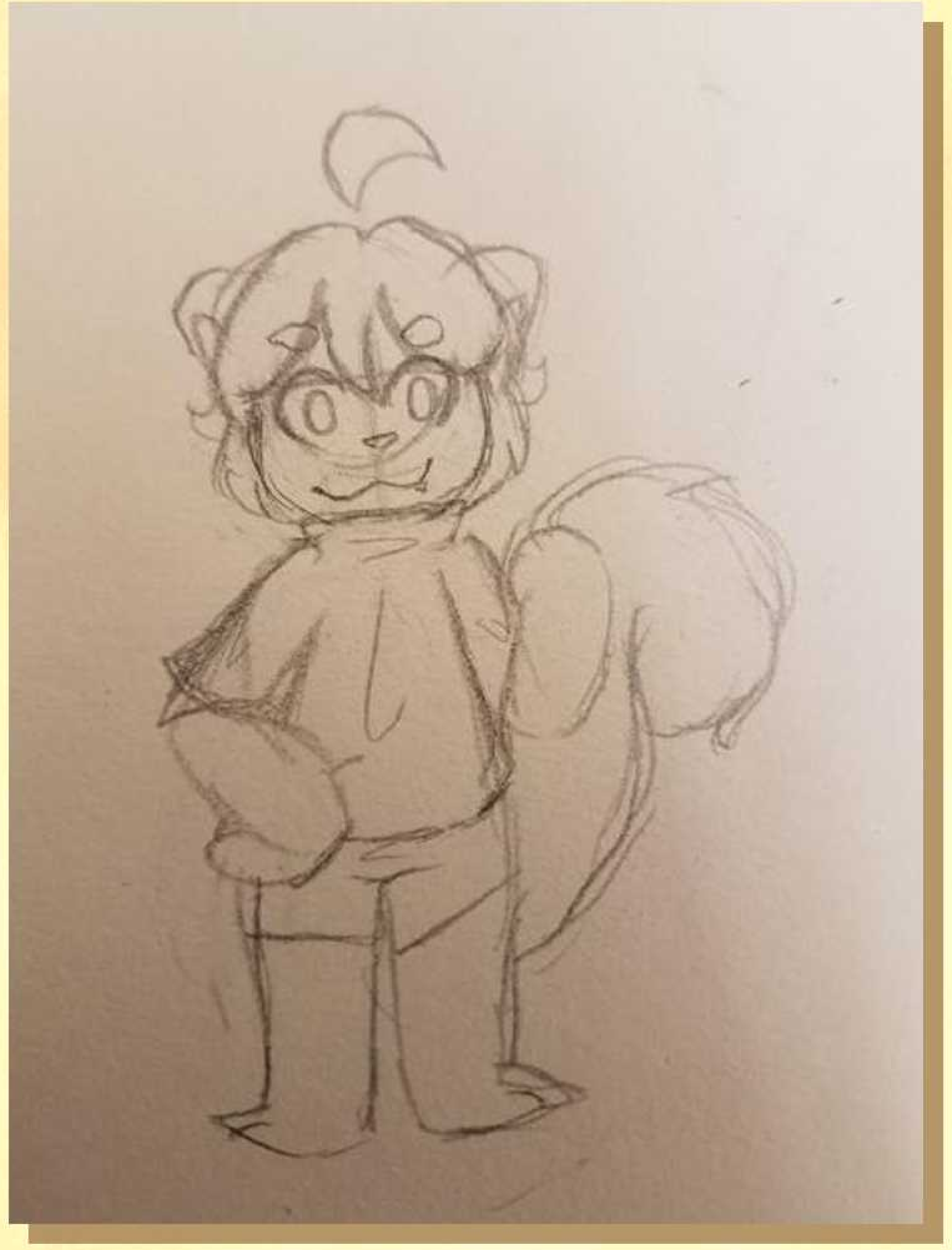
ace.png - 2018
InkuNoodle
I was told to design a mysterious magician with his entire face obscured. I imagine he might be some type of slime underneath everything, but who can say?
- InkuNoodle



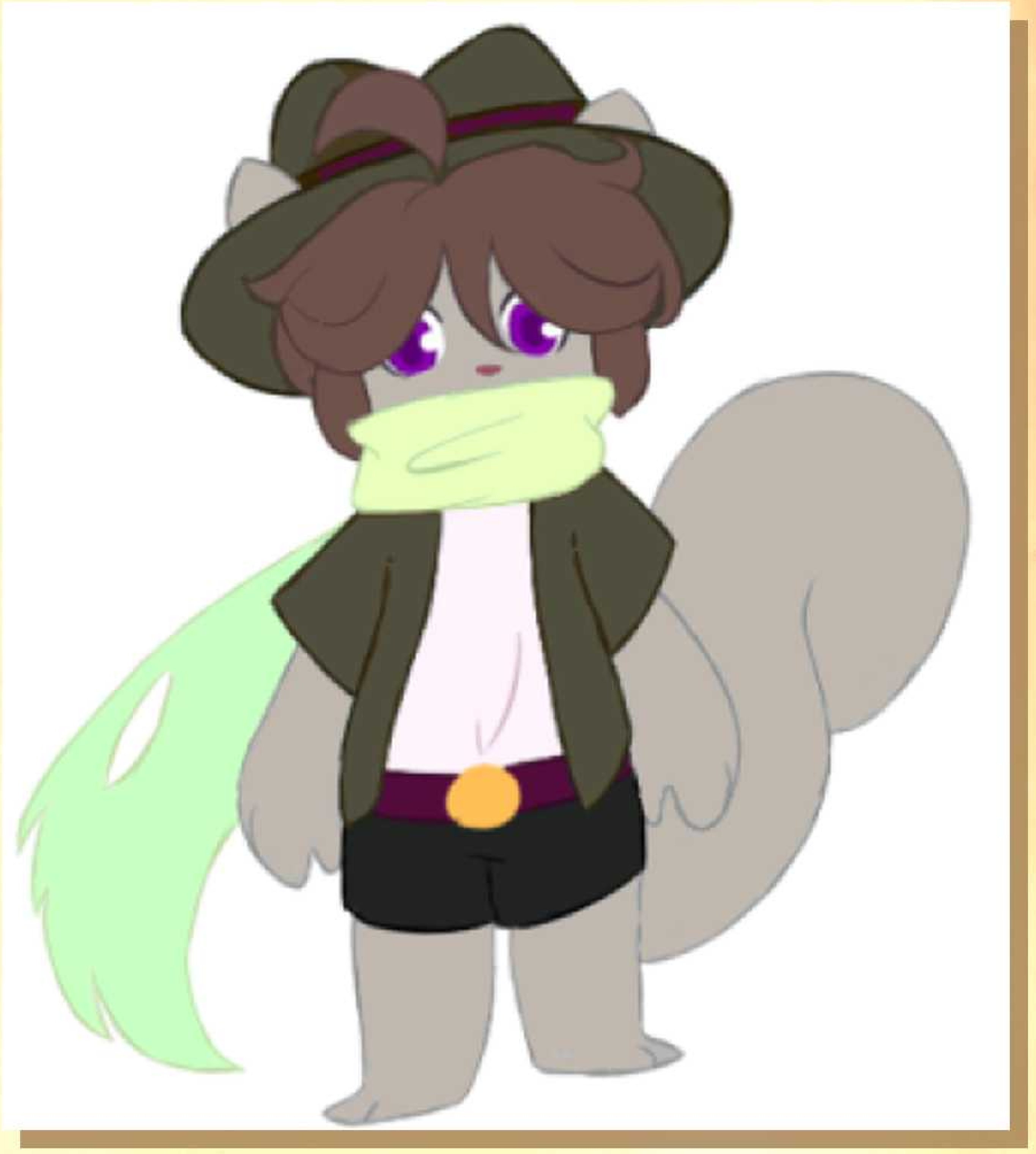
MOOCH_RENDER.png - 2024
Nerosensei



squiirl 2.png - 2018
MarshieMonarch



mooch.png - 2018
MarshieMonarch

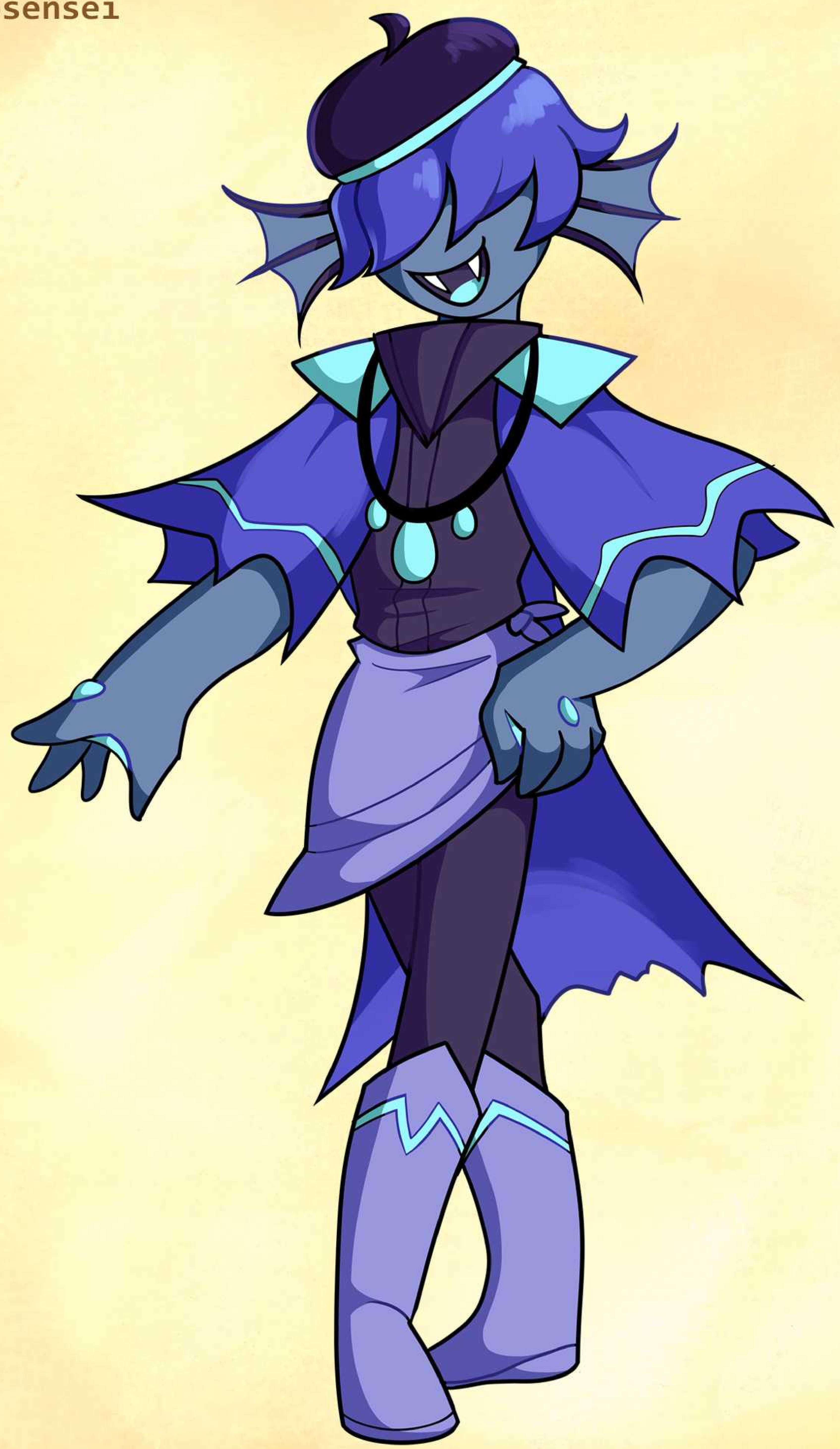


There's an alternate universe where Mooch was in an Undertale Minecraft roleplay rather than Undertale Yellow. I think I prefer this timeline.

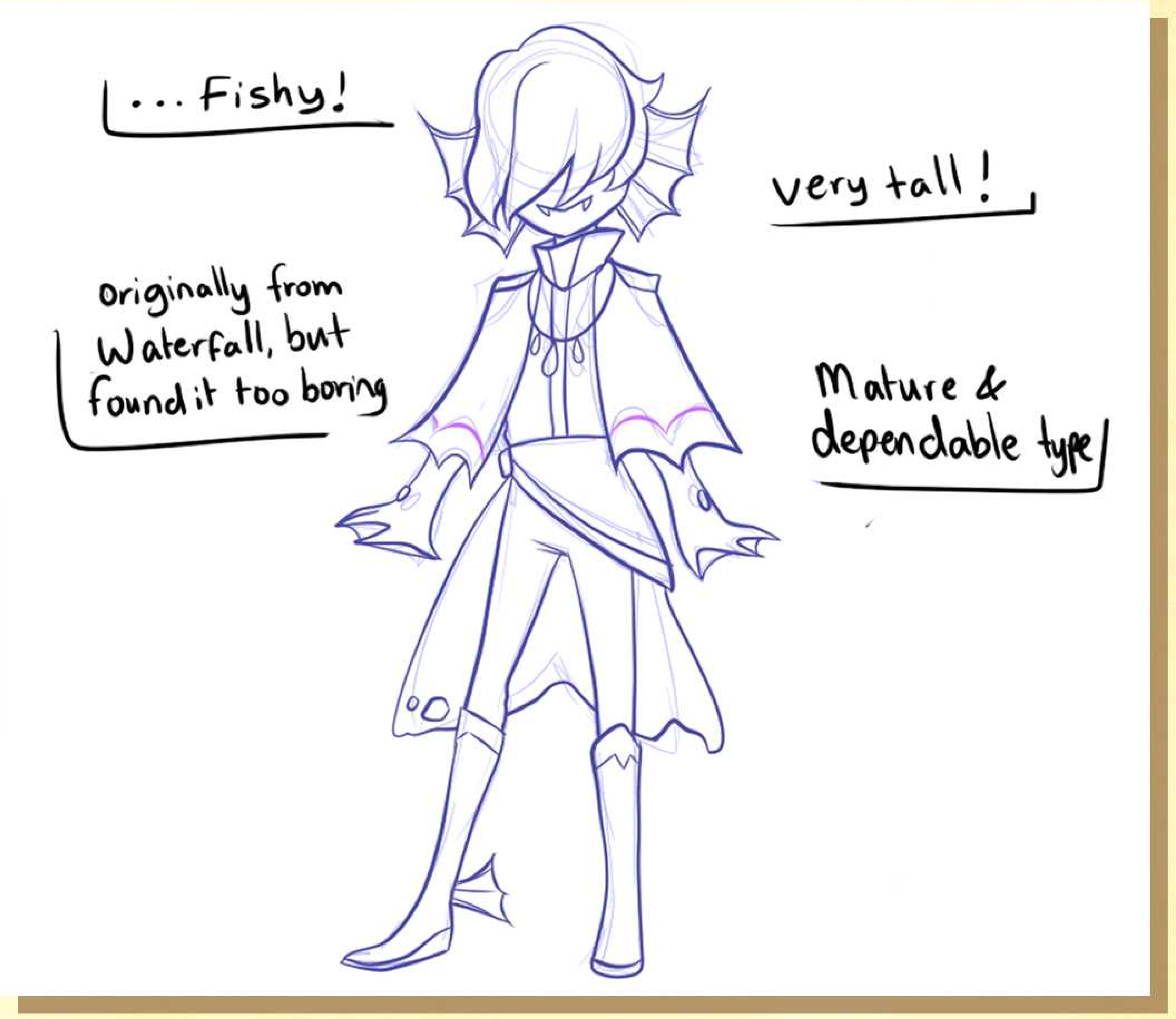
She's grown a lot over the years, and it makes me so happy to see how much love this little gremlin gets from the fans.
I'm glad you all love her as much as I do.

- Marshie

MORAY_RENDER.png - 2024
Nerosensei



fish.png - 2018
TeleviQ

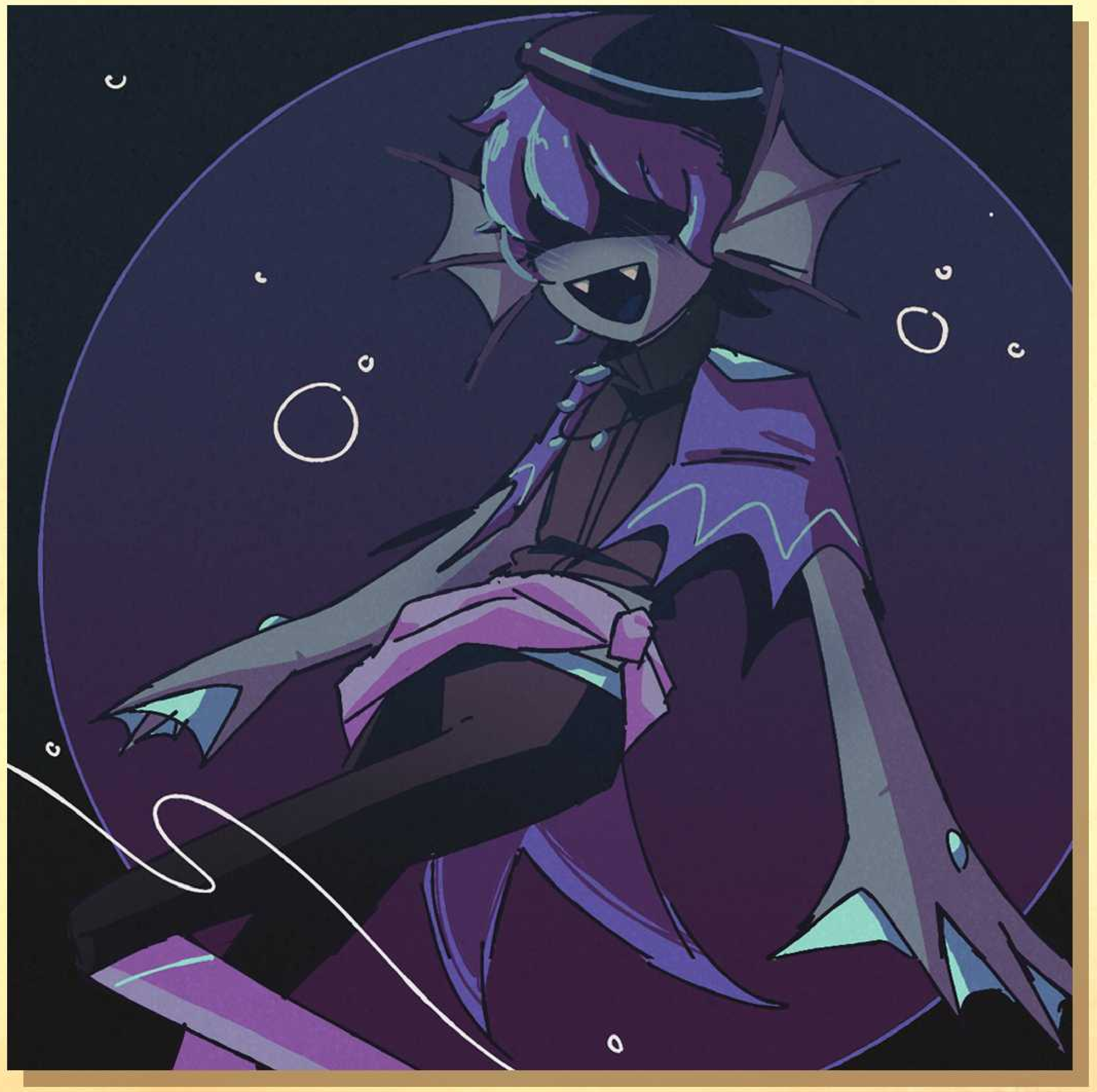

...Fishy!
very tall!
originally from Waterfall, but found it too boring
Mature & dependable type

My fave extremely tall fish!!

Despite the name, they were originally meant to be a piranha, with their color palette being black and orange, or purple. This was a point in time where I wanted my designs to be more monster-y, hence the webbed hands.

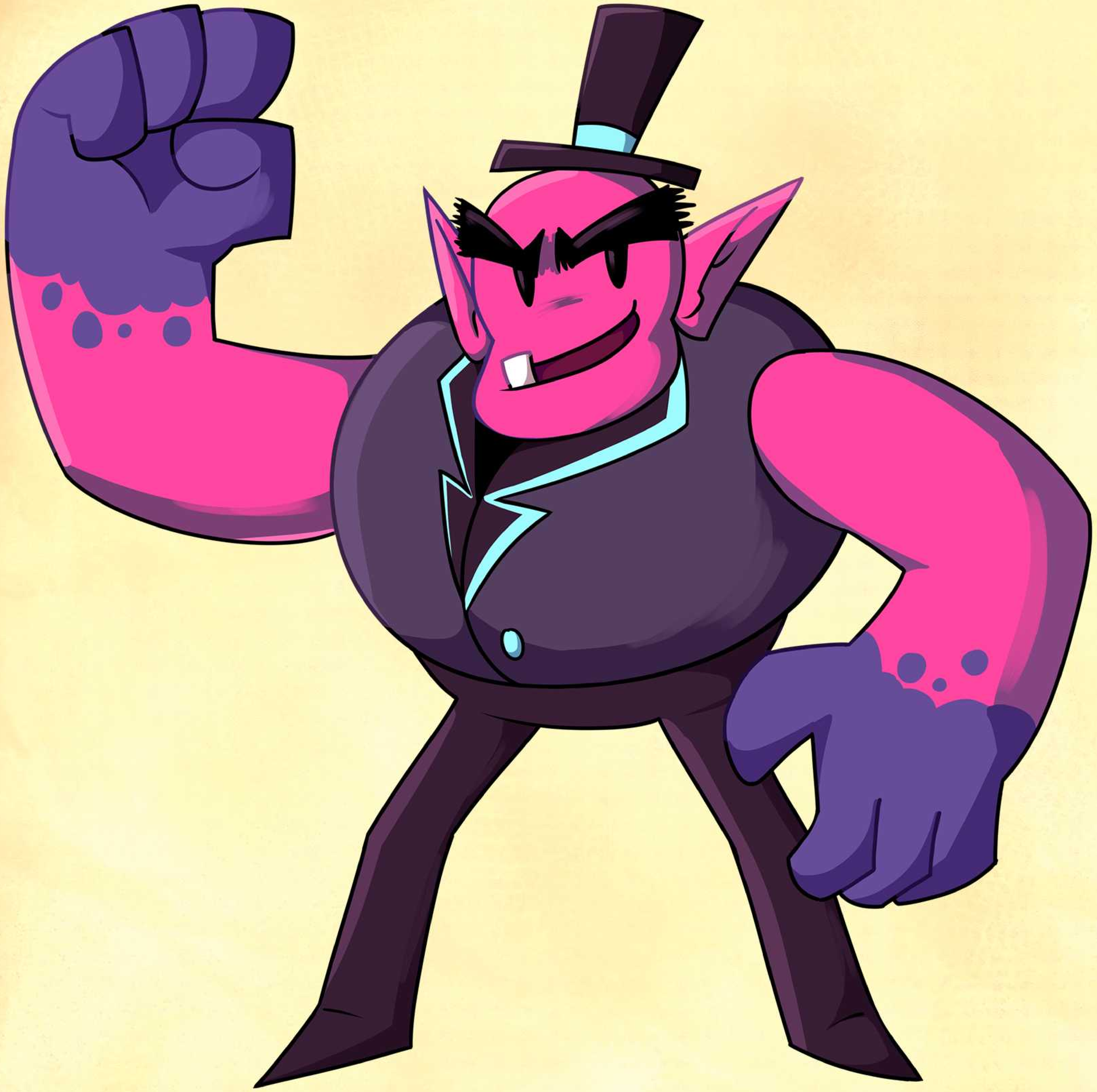
I was undecided on their gender at first, but I'm glad I made the decision I did.

- TeleviQ



more_ay .png - 2022
TeleviQ

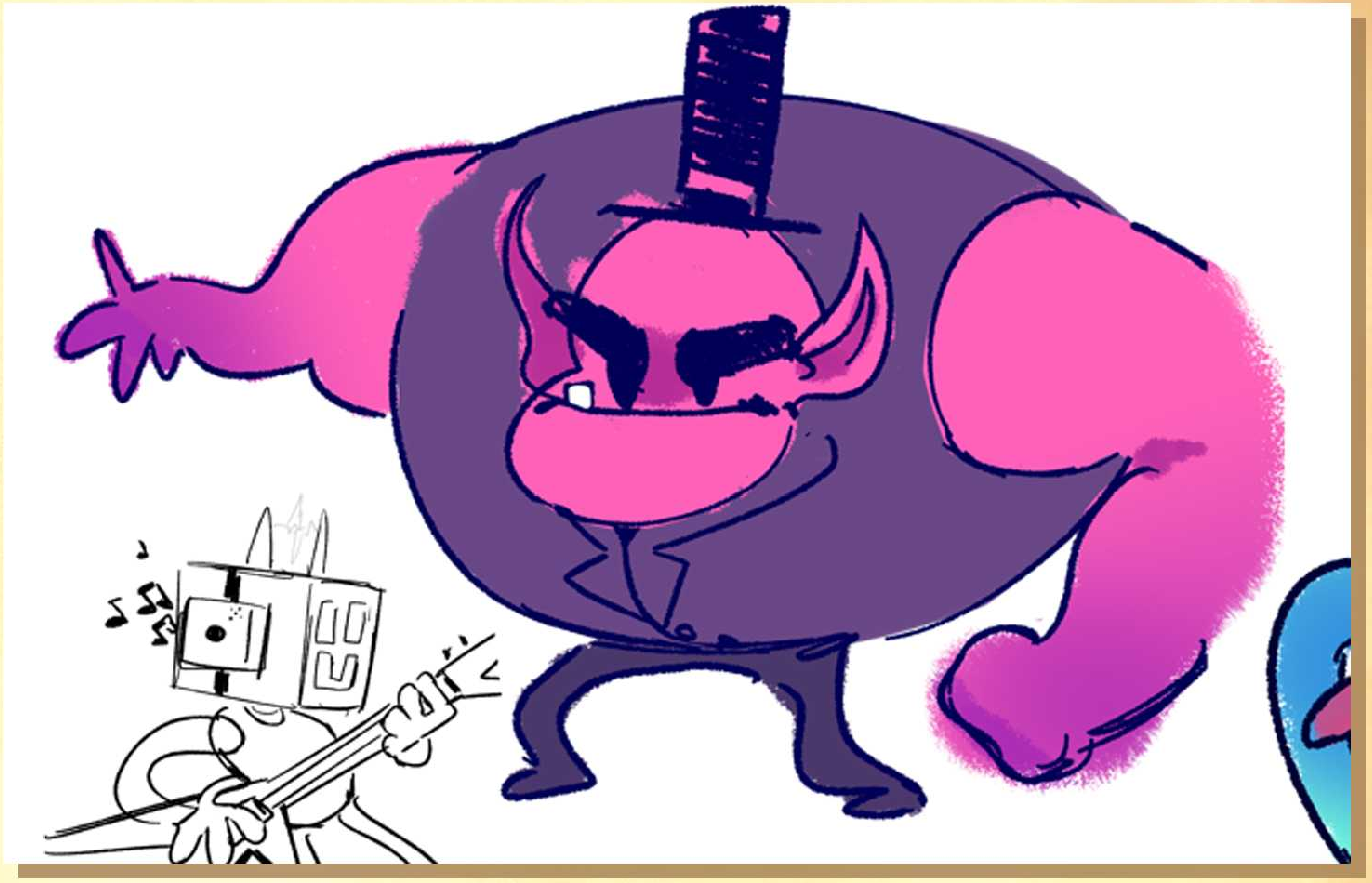
ED_RENDER_REAL .png - 2016
Nerosensei

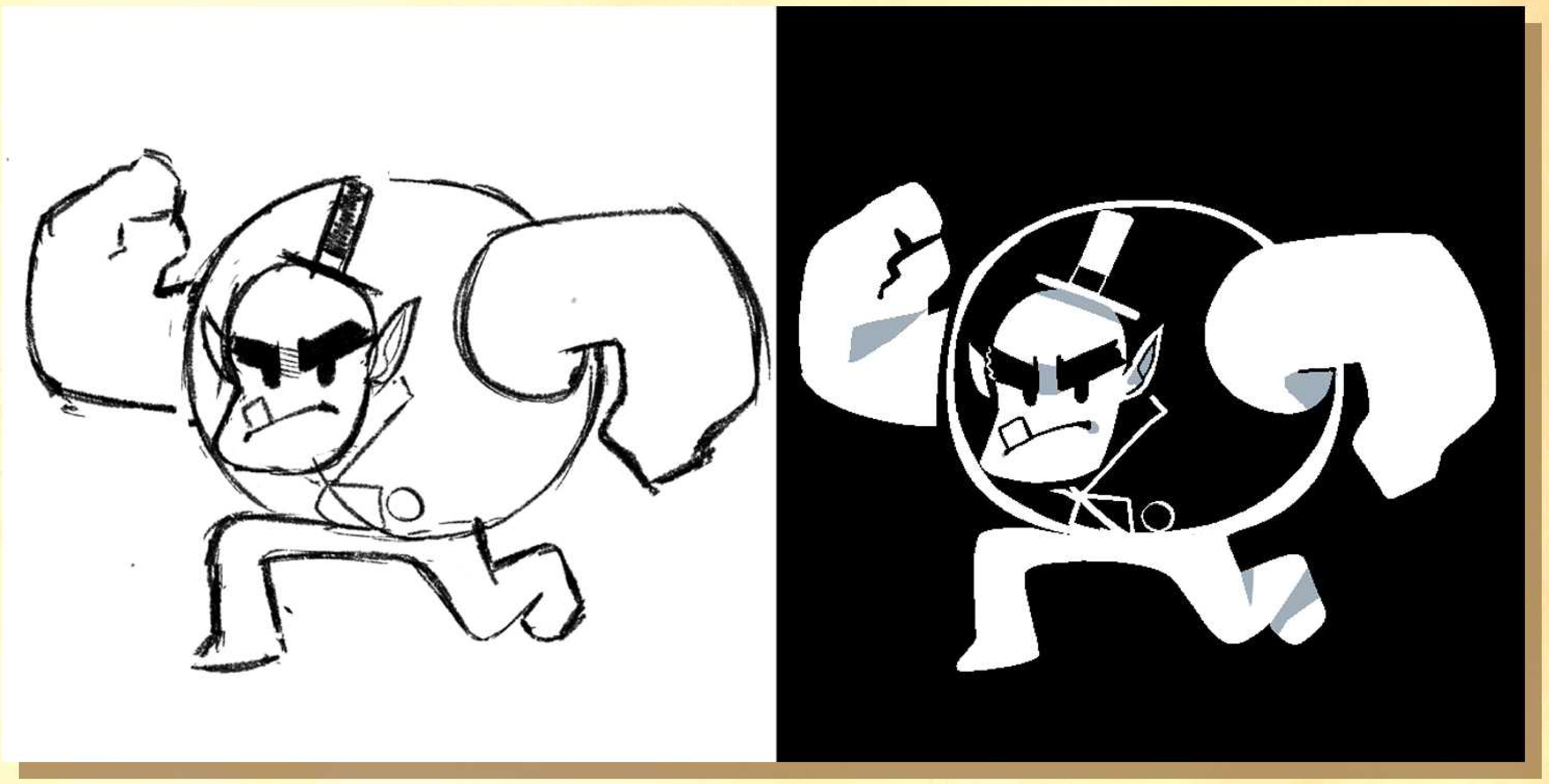


While he was once just a character on an NPC concept page (off to the side, with a shrunken down hand to fit!), he later was used as the design for Starlo’s right-hand man. Huh.

- Fig

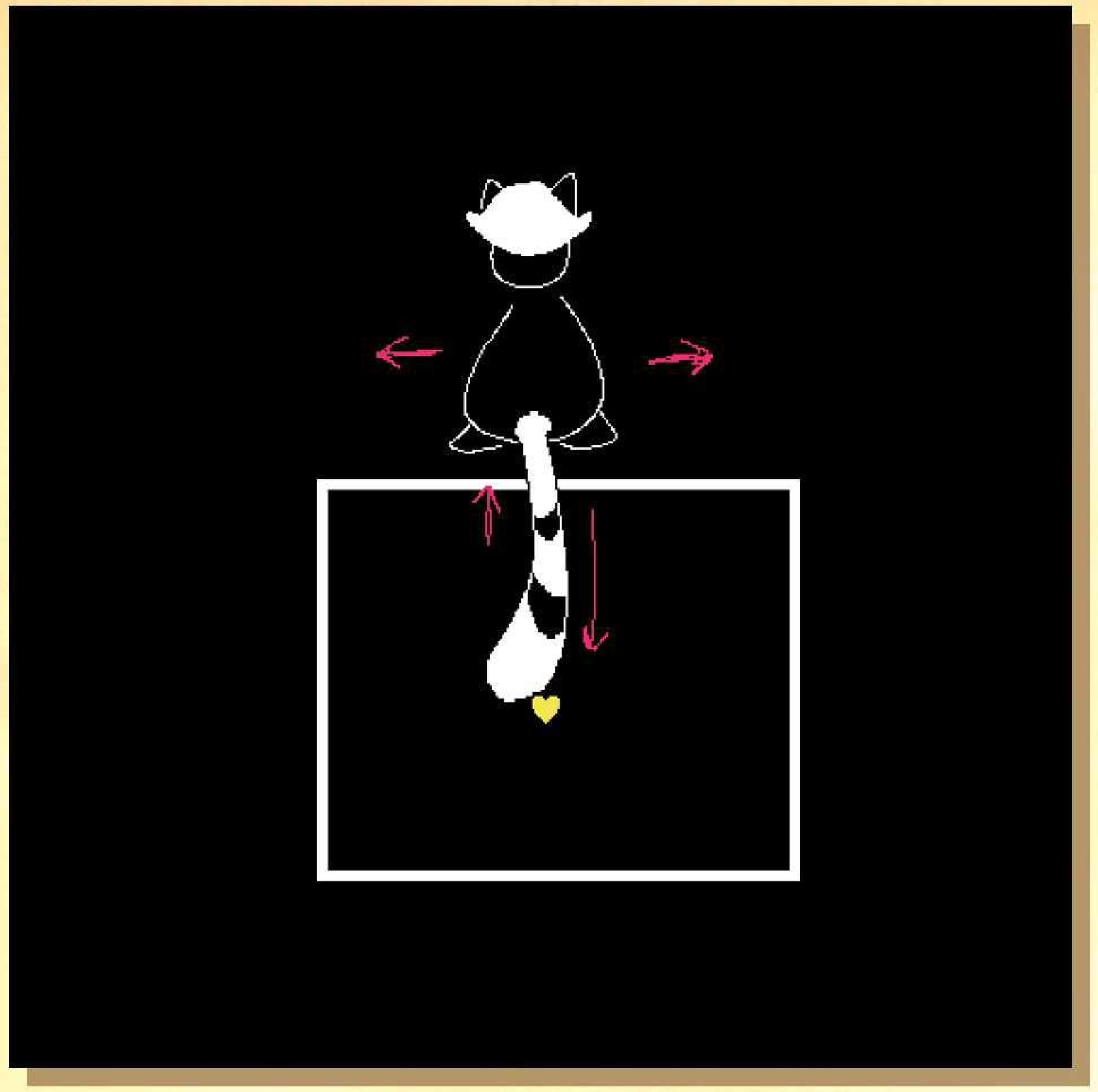
NPCs_Ed .png - 2018
Figburn



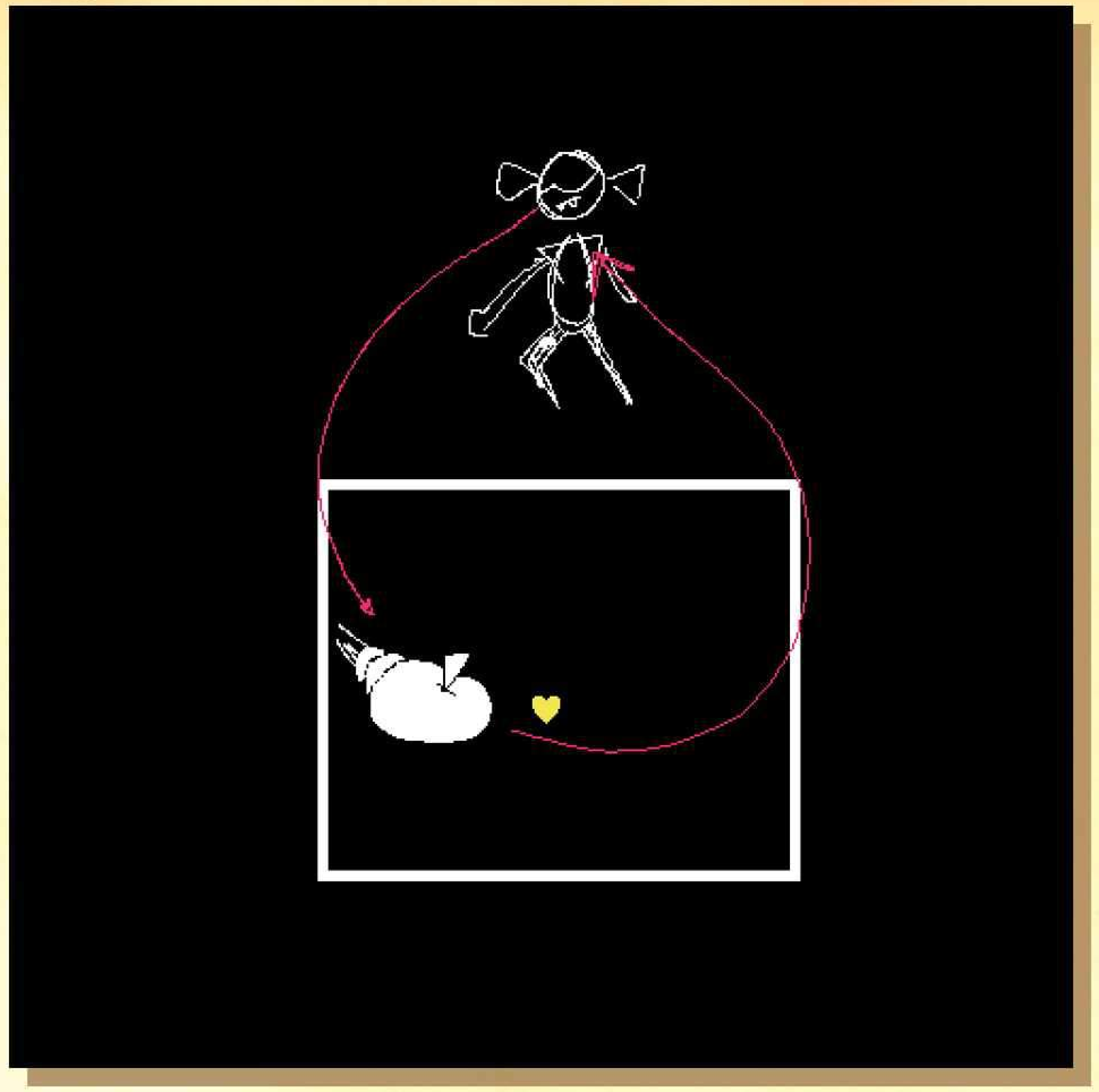


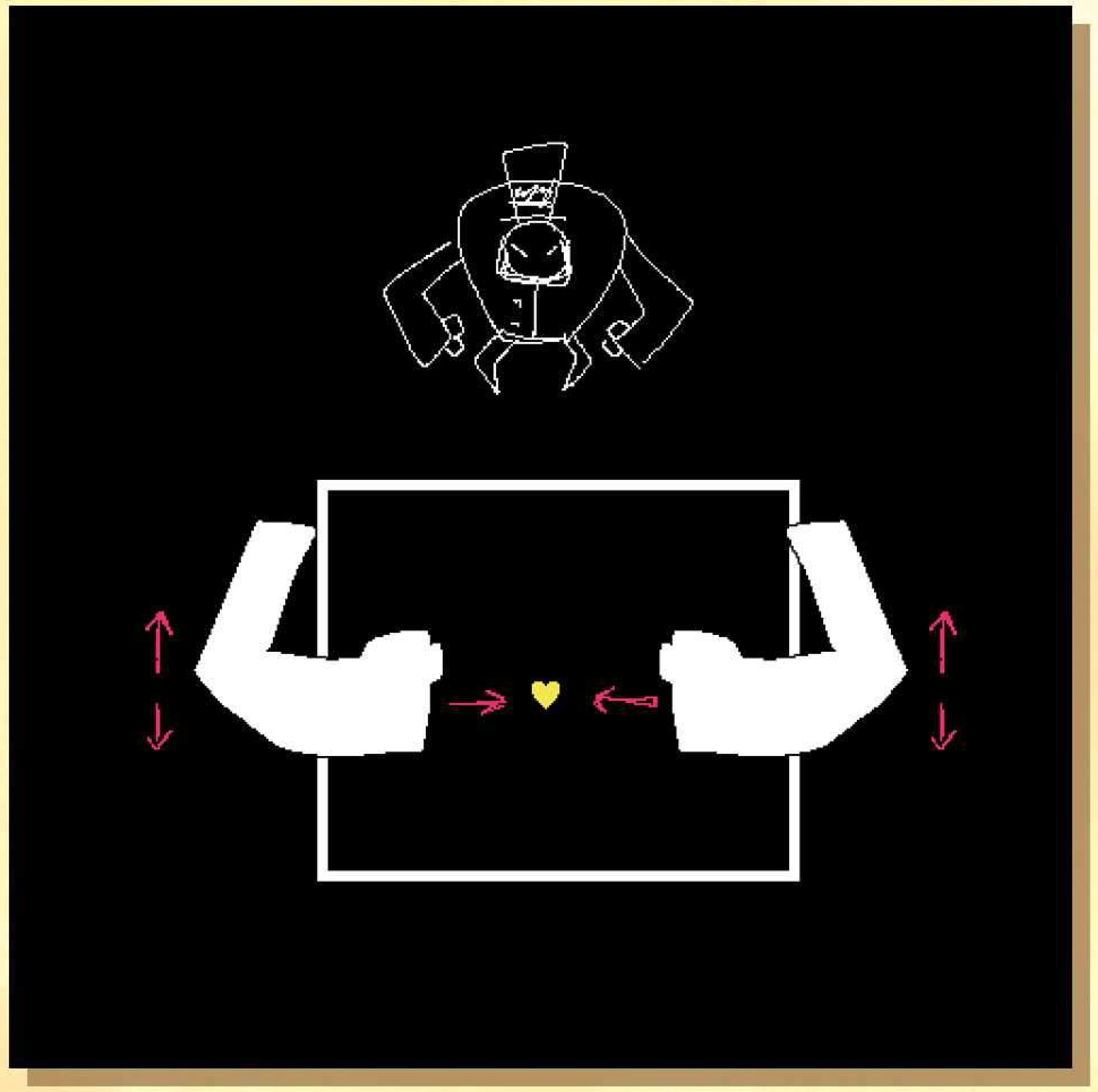
ed battle .png - 2019
Figburn

mooch_idea.png - 2019
Vegard Jensen

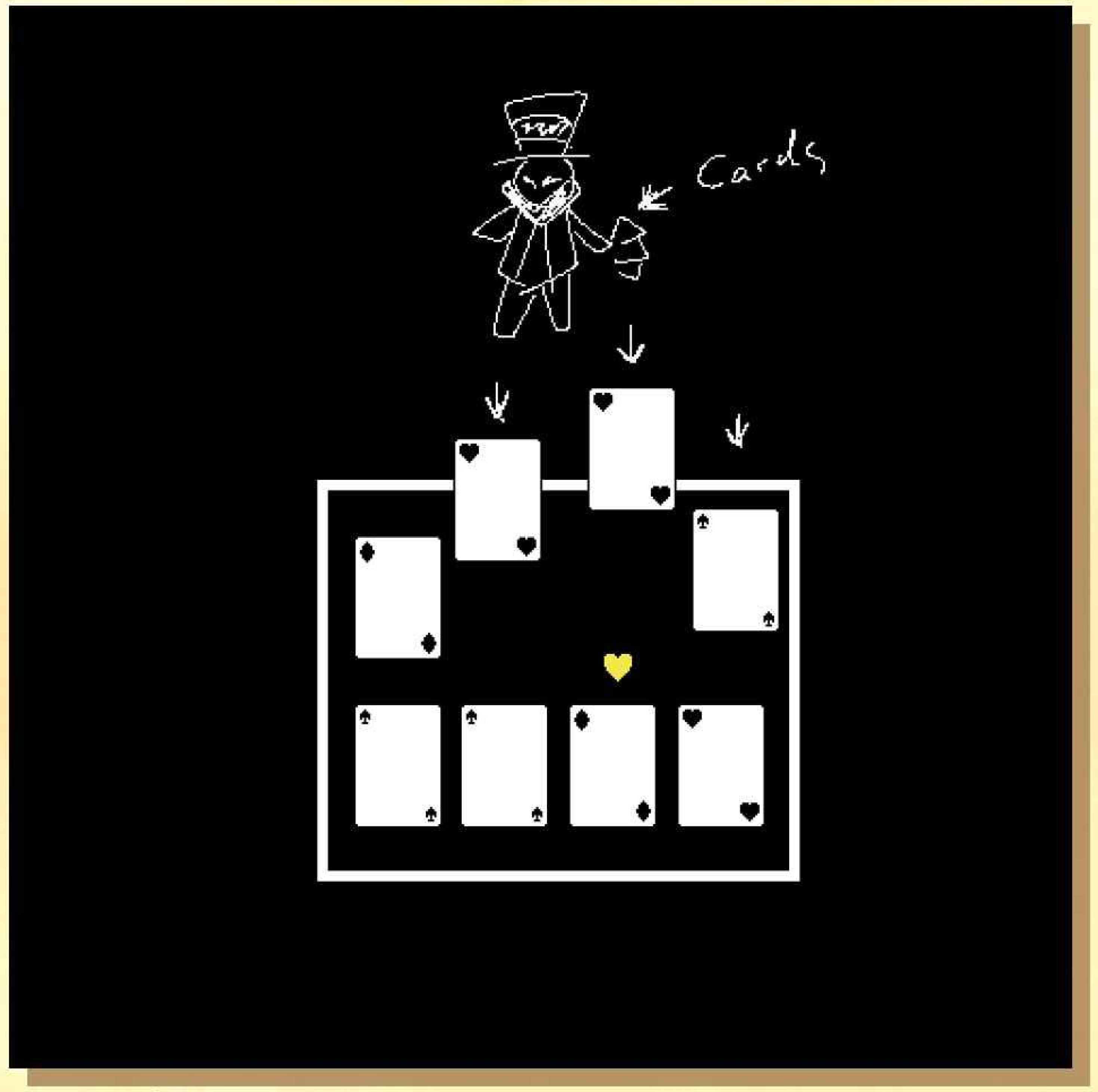


moray_idea.png - 2019
Vegard Jensen

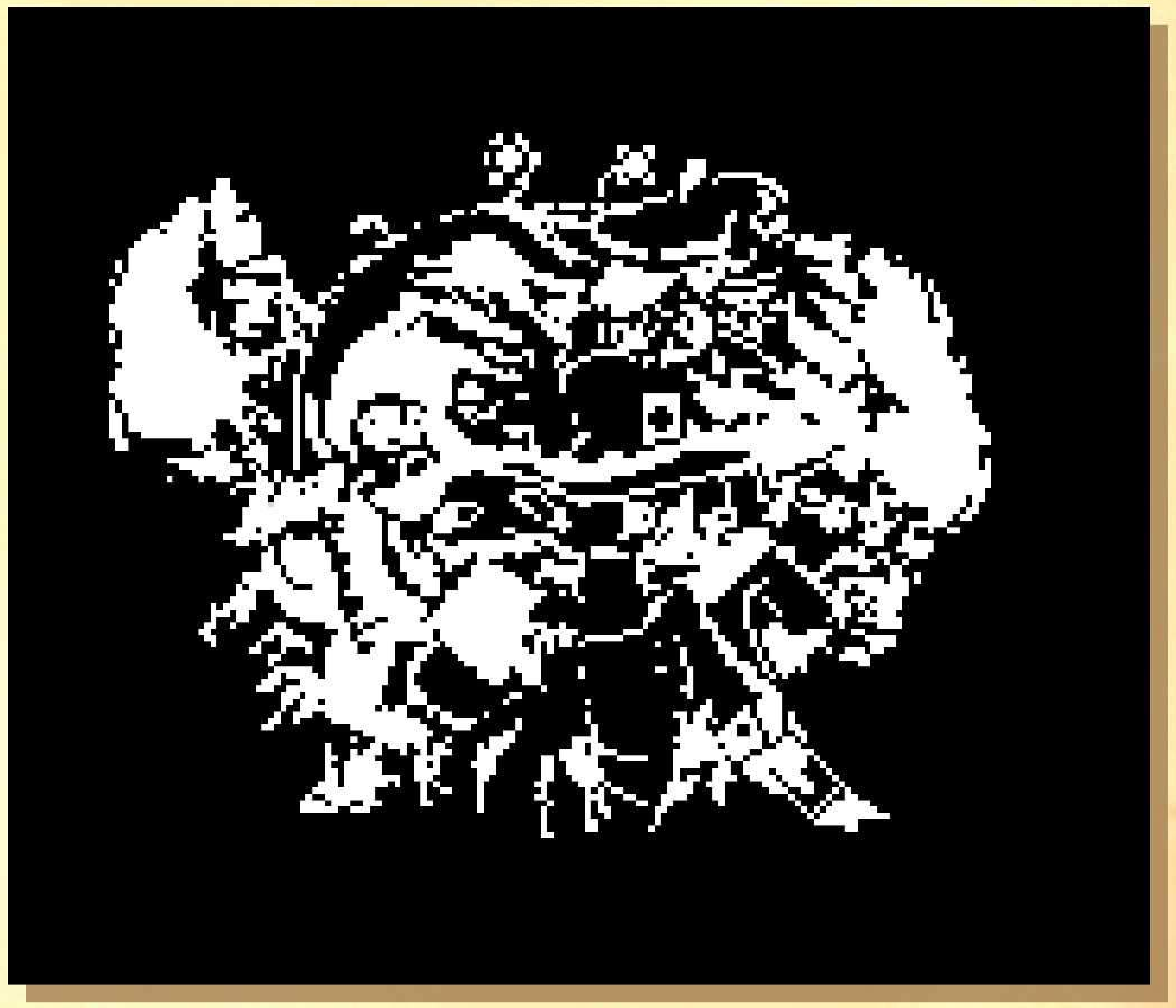




edward_idea.png - 2019
Vegard Jensen

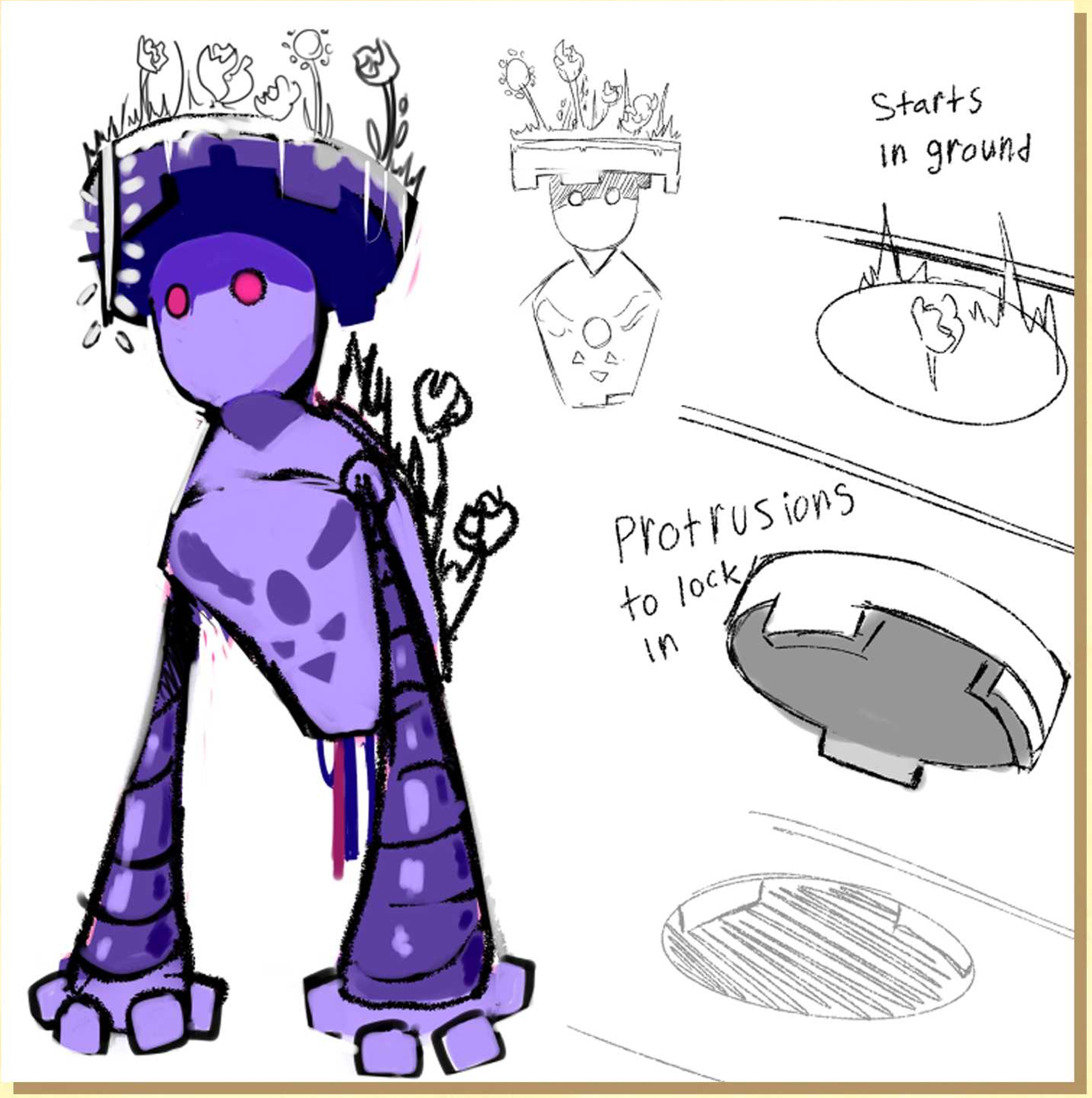


ace_idea.png - 2019
Vegard Jensen

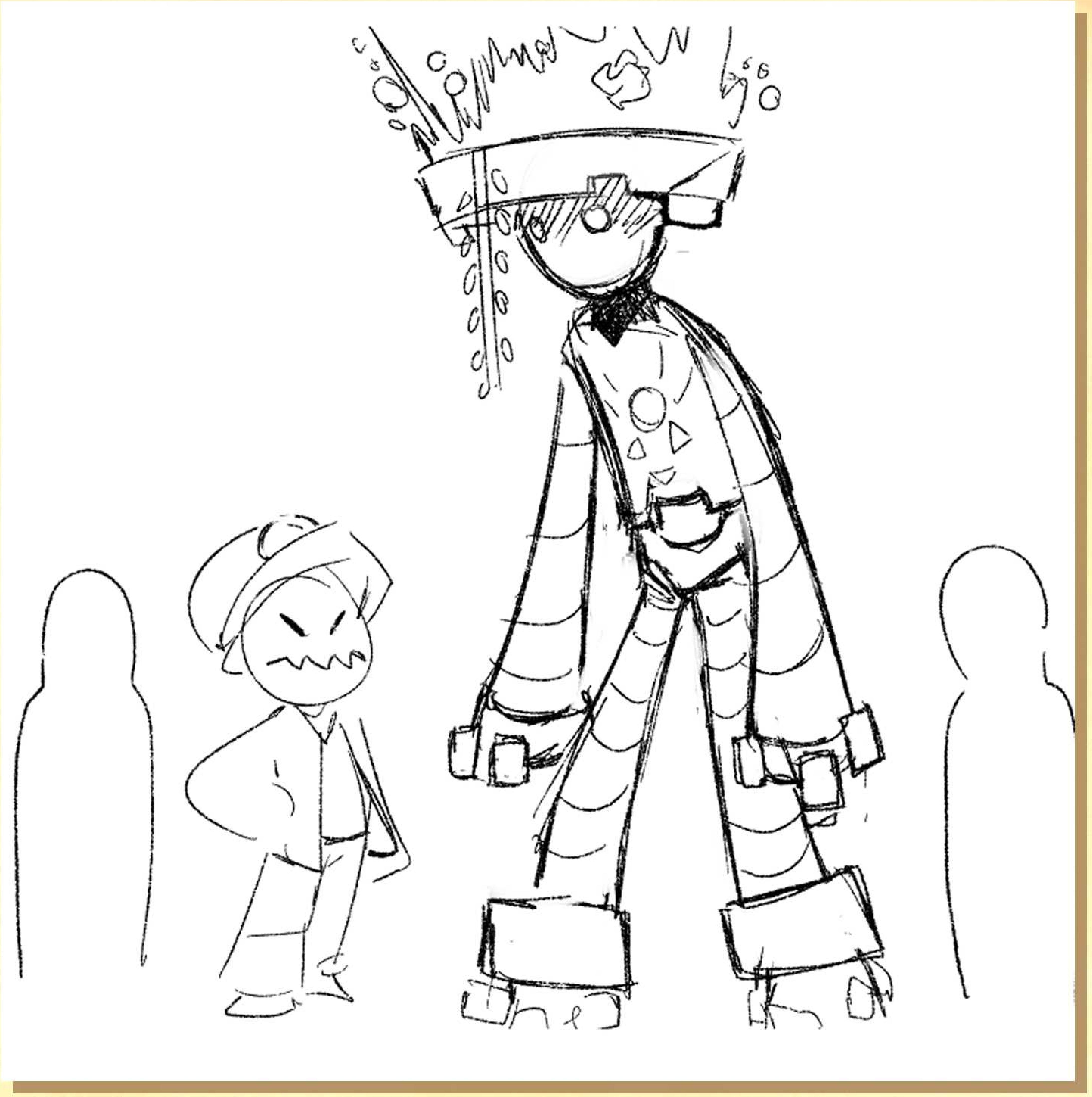


feisty_flowey.png - 2022
GlitchedPie

GUARDENER



the guardener.png - 2020
Figburn

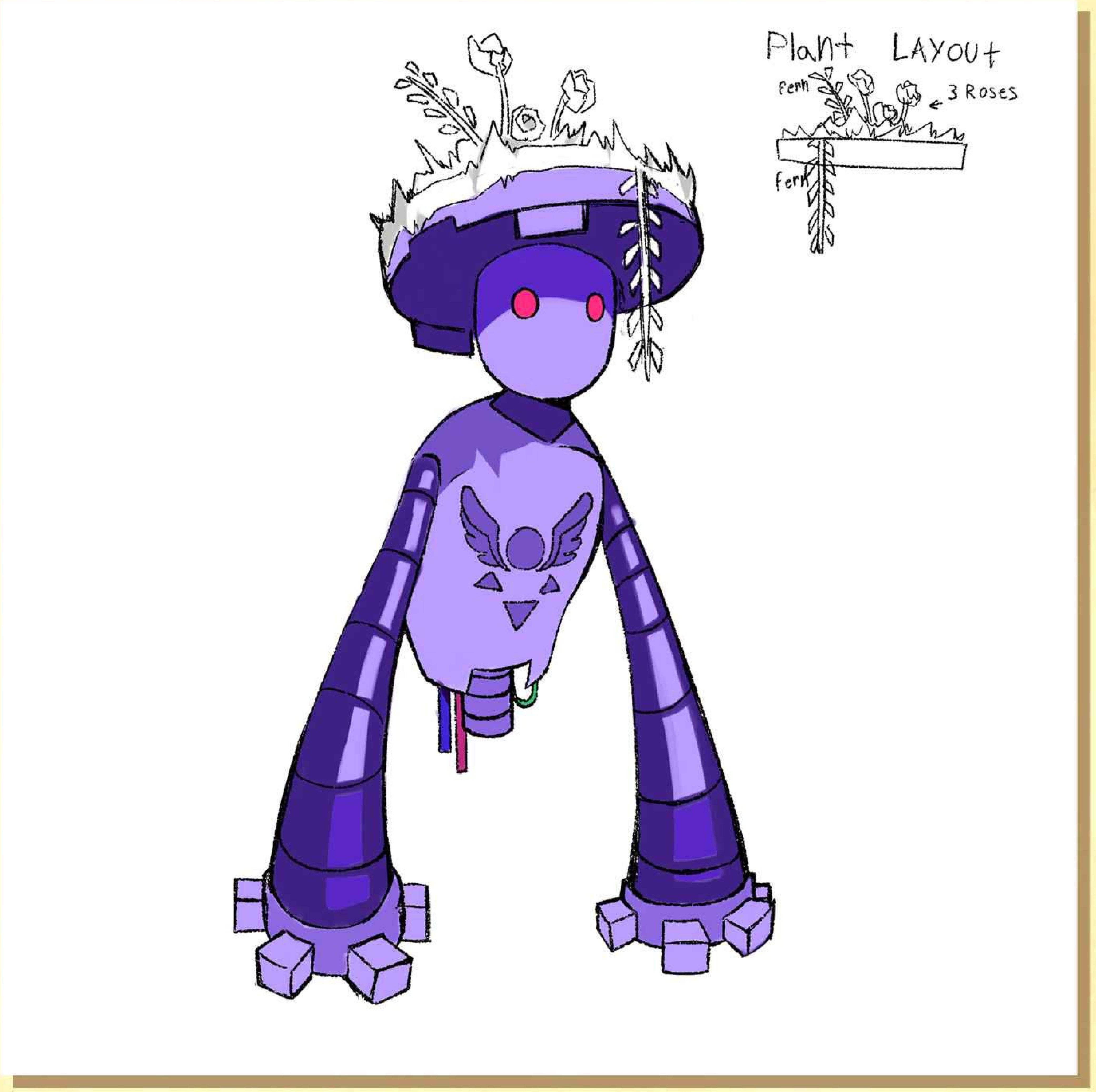


Guardian.png - 2020
Figburn

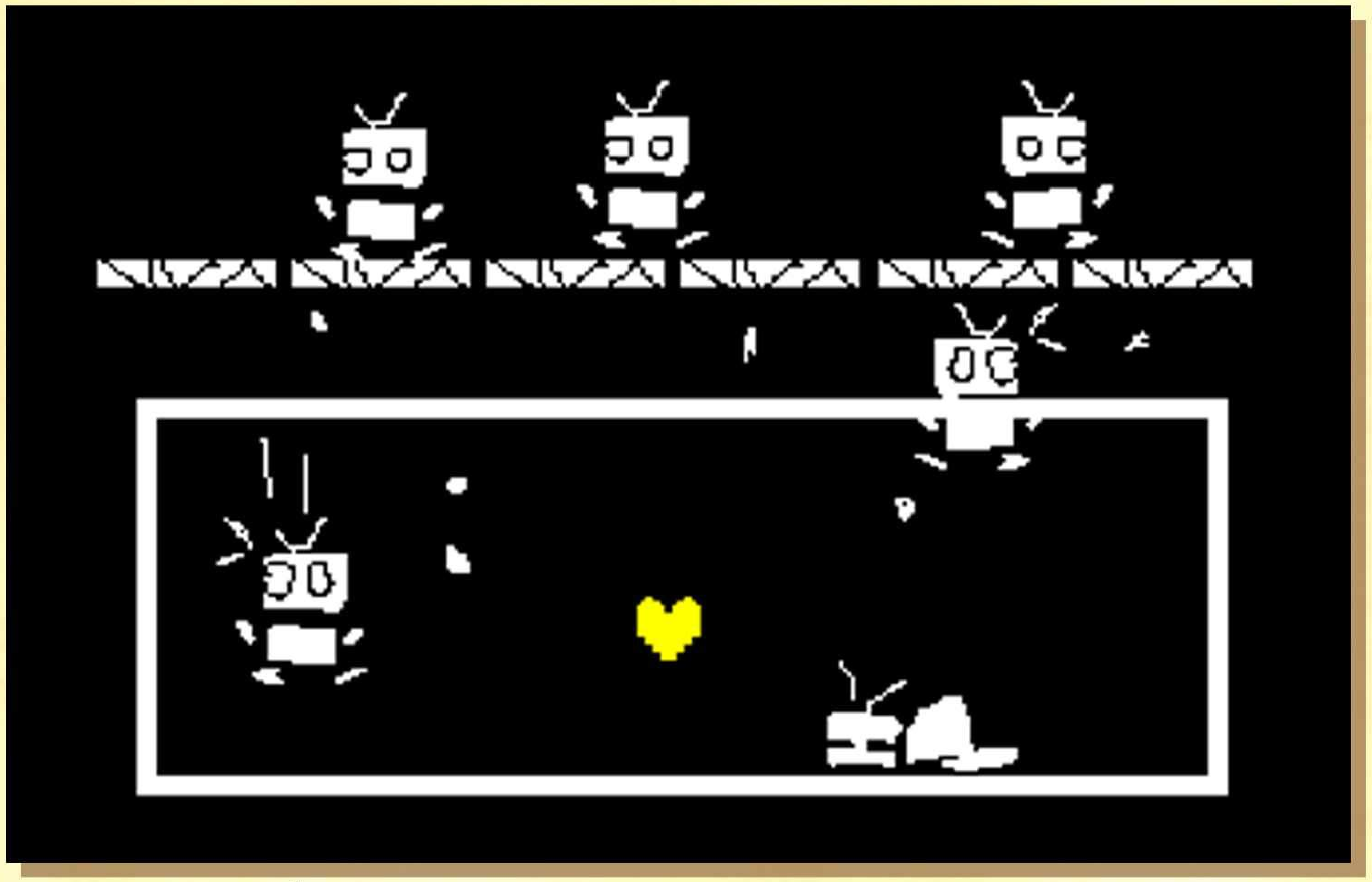
The desolate atmosphere of the Steamworks inspired the creation of Guardener. Being an emotionless guardian golem, there are definitely Shadow of the Colossus influences in the design.

Lifting herself up and tearing her own legs in the process shows complete dedication to the mission programmed into her.

- Fig

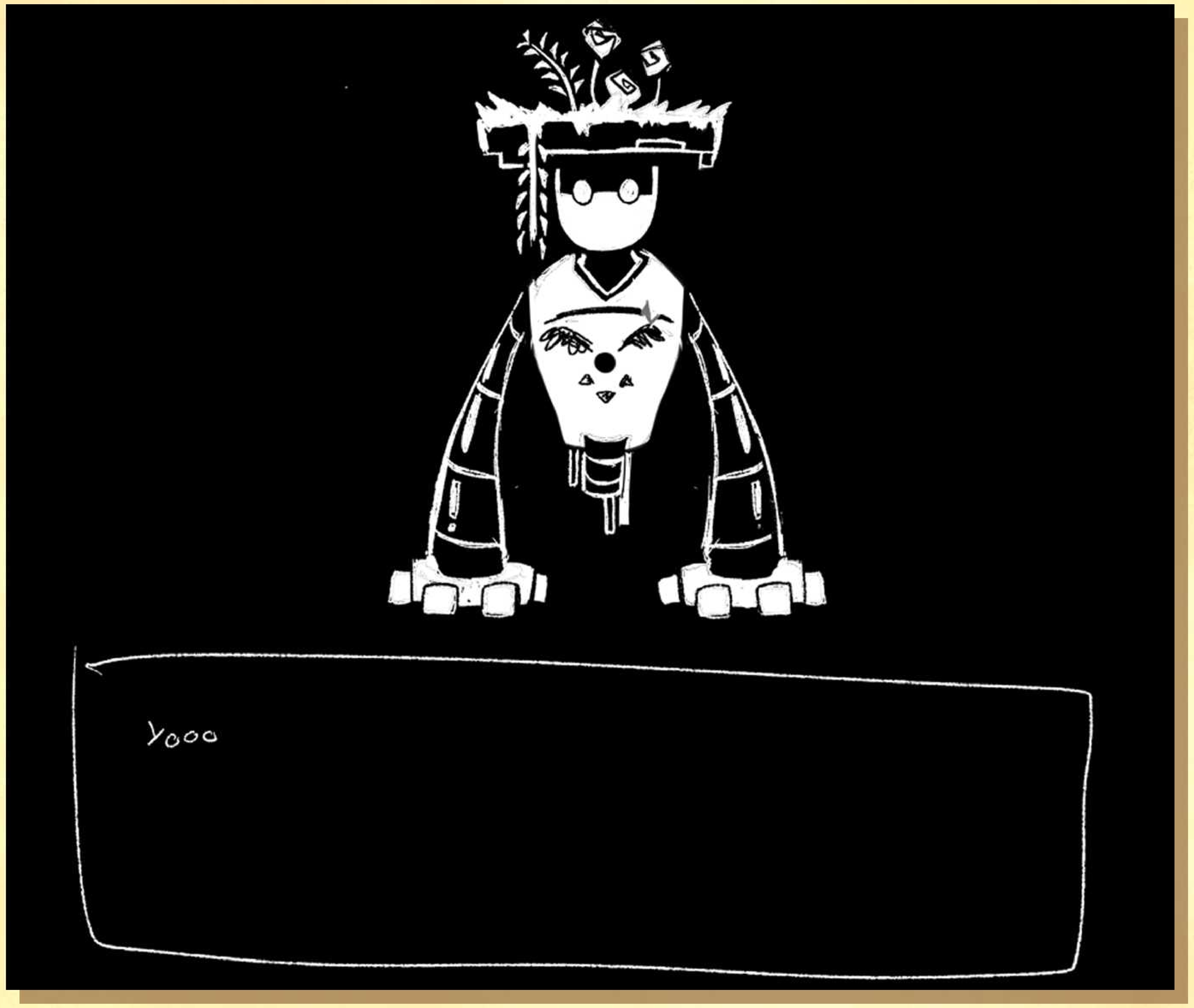

Plant LAYout
Fern
3 Roses
Fern

steamworks_miniboss_clean_concept.png - 2020
Figburn



guardener_lil_bots.png - 2020
GlitchedPie
An attack referencing the "don't step on the leaves" puzzle from the Ruins in UNDERTALE.

- Glitched

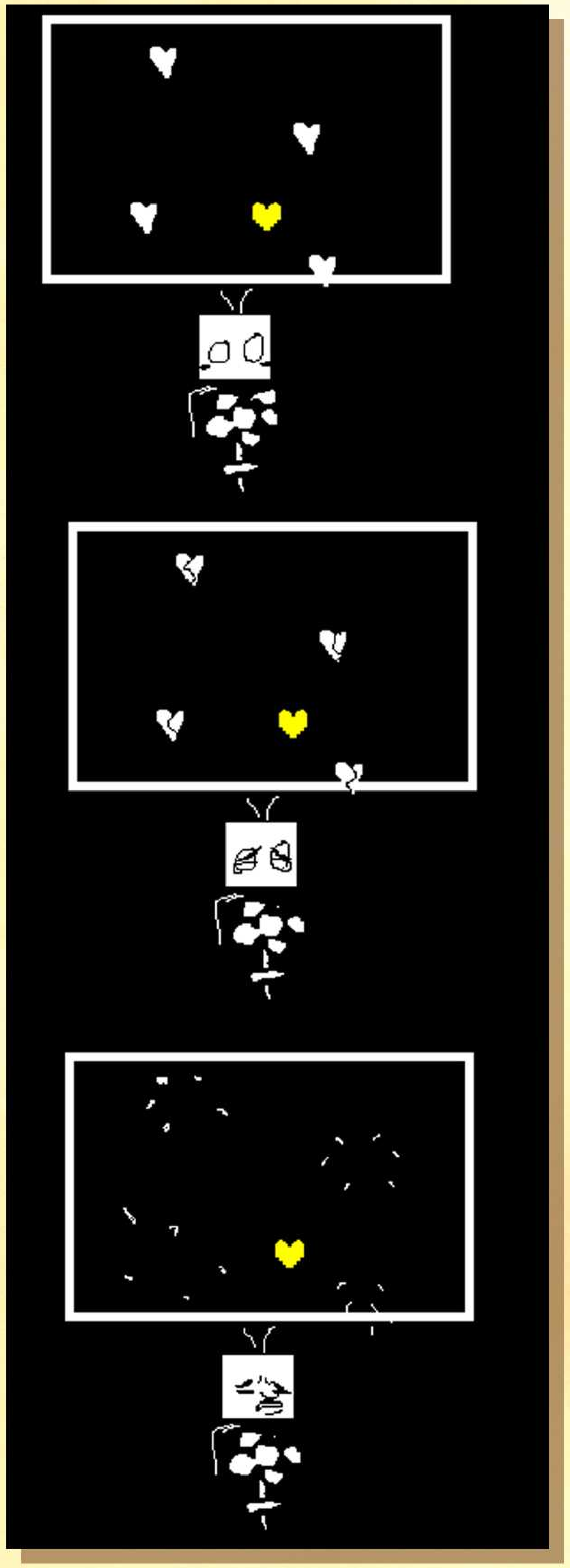


guardener battle (Fig).png - 2020
Figburn

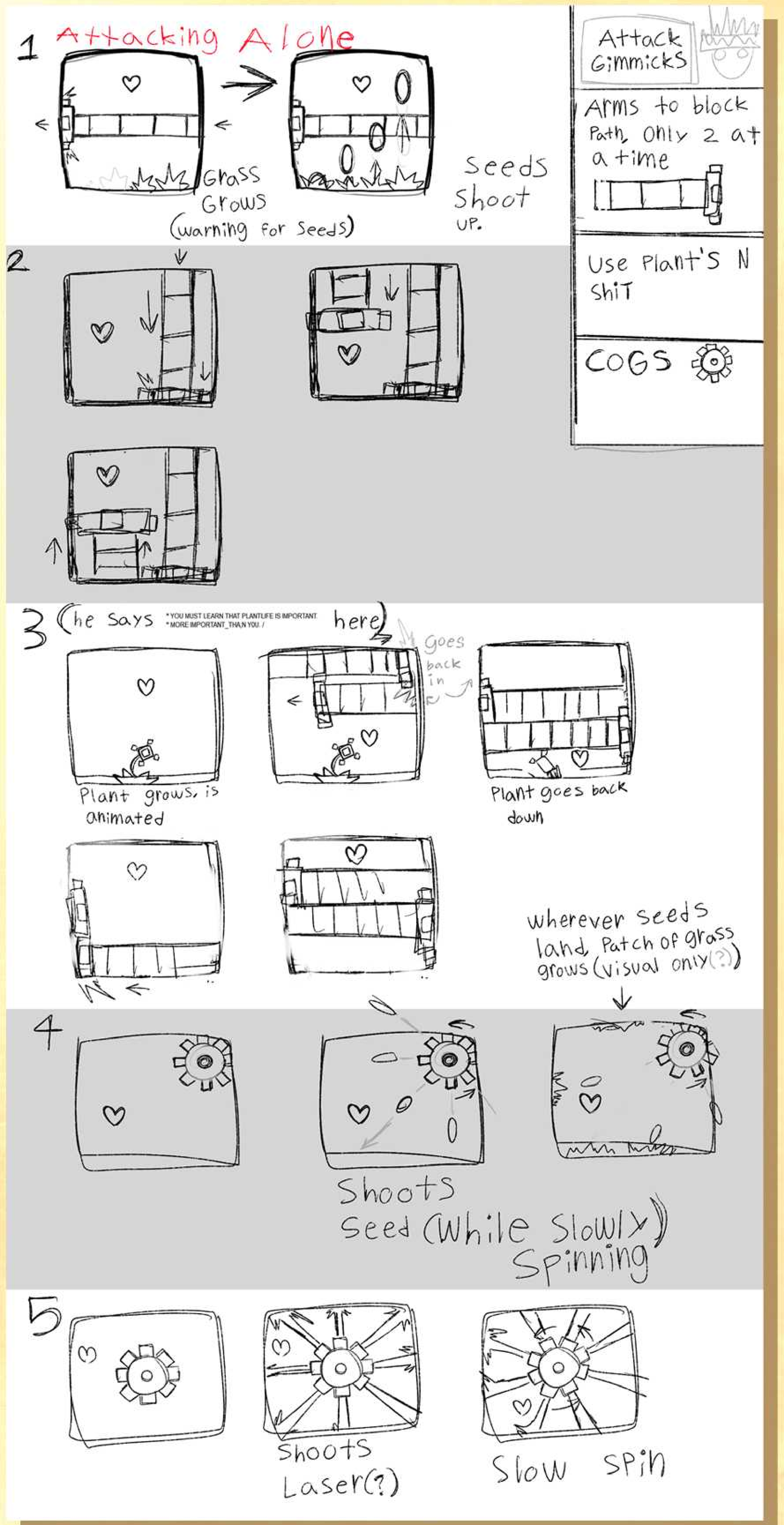
Me and Spasco worked together for much of Guardener’s fight. I’d create sprites and he’d put them in on the same day. This was shortly after me and him had collaborated on a different project, so we worked very swiftly and efficiently when working closely.

Spasco is the goat.

- Fig

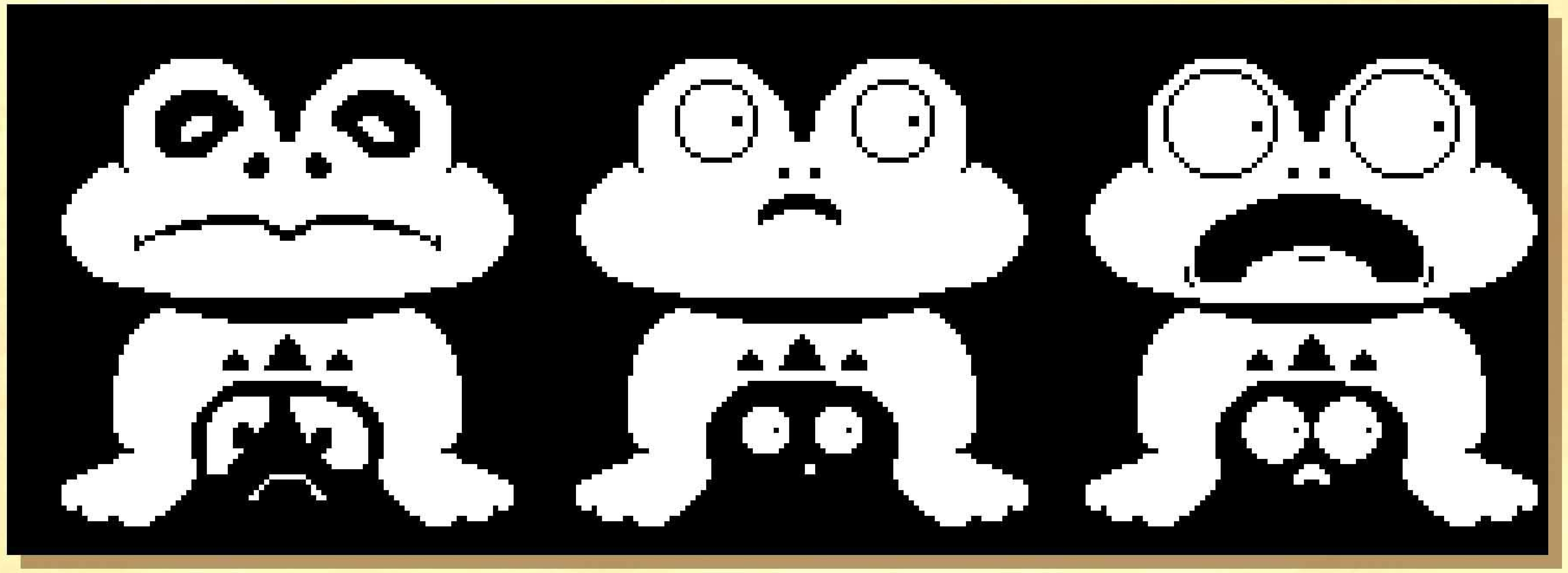


love_bot.png - 2020
GlitchedPie


1
Attacking Alone
Grass Grows (warning for Seeds)
Seeds Shoot up.
Attack Gimmicks
Arms to block Path, only 2 at a time
Use Plant's N ShiT
COGS
2
3
(he says *YOU MUST LEARN THAT PLANTLIFE IS IMPORTANT *MORE IMPORTANT THAN YOU. / here)
goes back in
Plant grows, is animated
Plant goes back down
wherever seeds land, Patch of grass grows (visual only(?))
4
Shoots Seed (While Slowly Spinning)
5
Shoots Laser(?)
Slow Spin

Guardener_Attacks .png - 2020
Figburn

MACRO FROGGIT



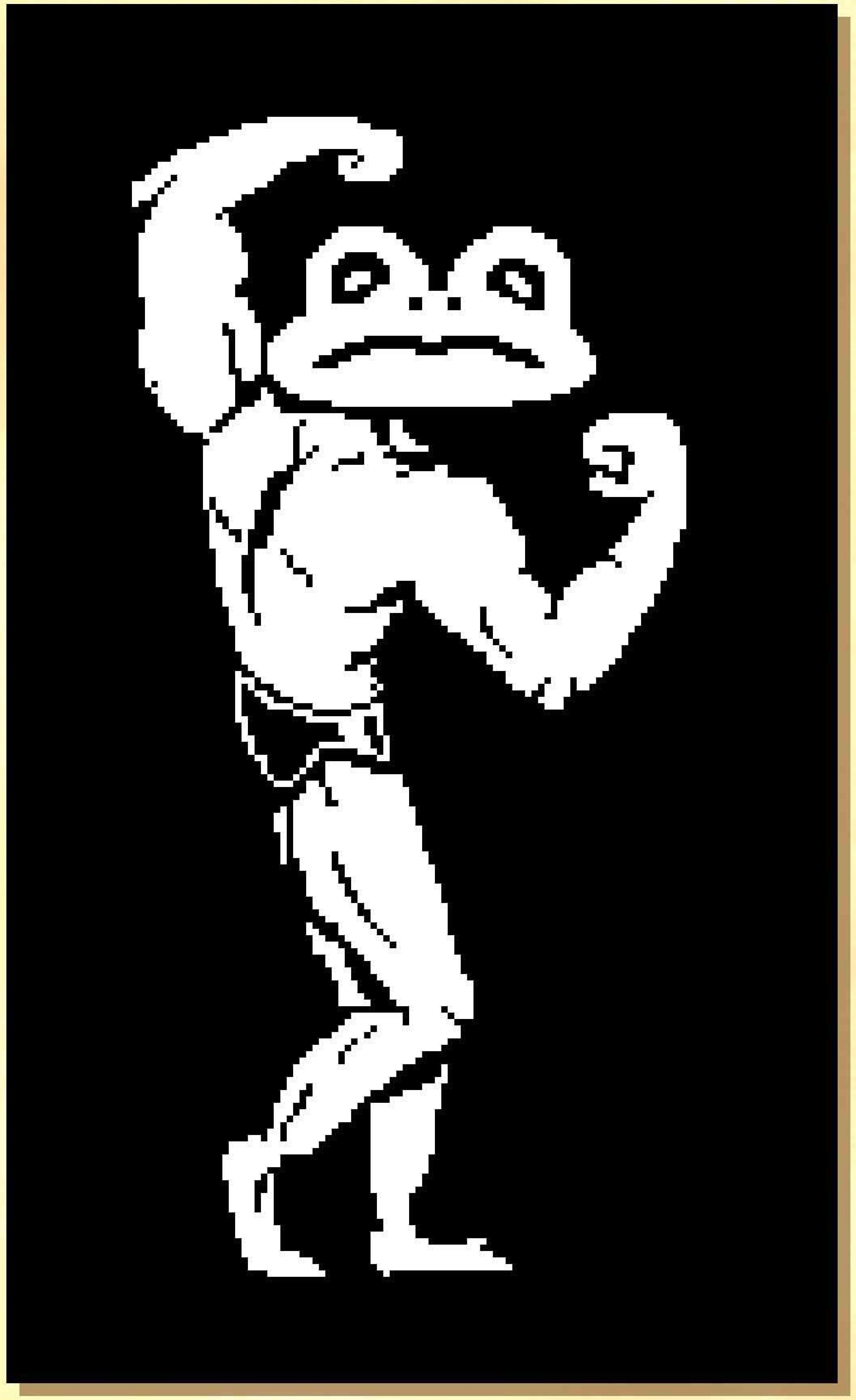
froges.png - 2023

GlitchedPie

This fight was definitely the furthest we went with absurdist humor.

It was super fun to let loose and make something weird.

- Sword



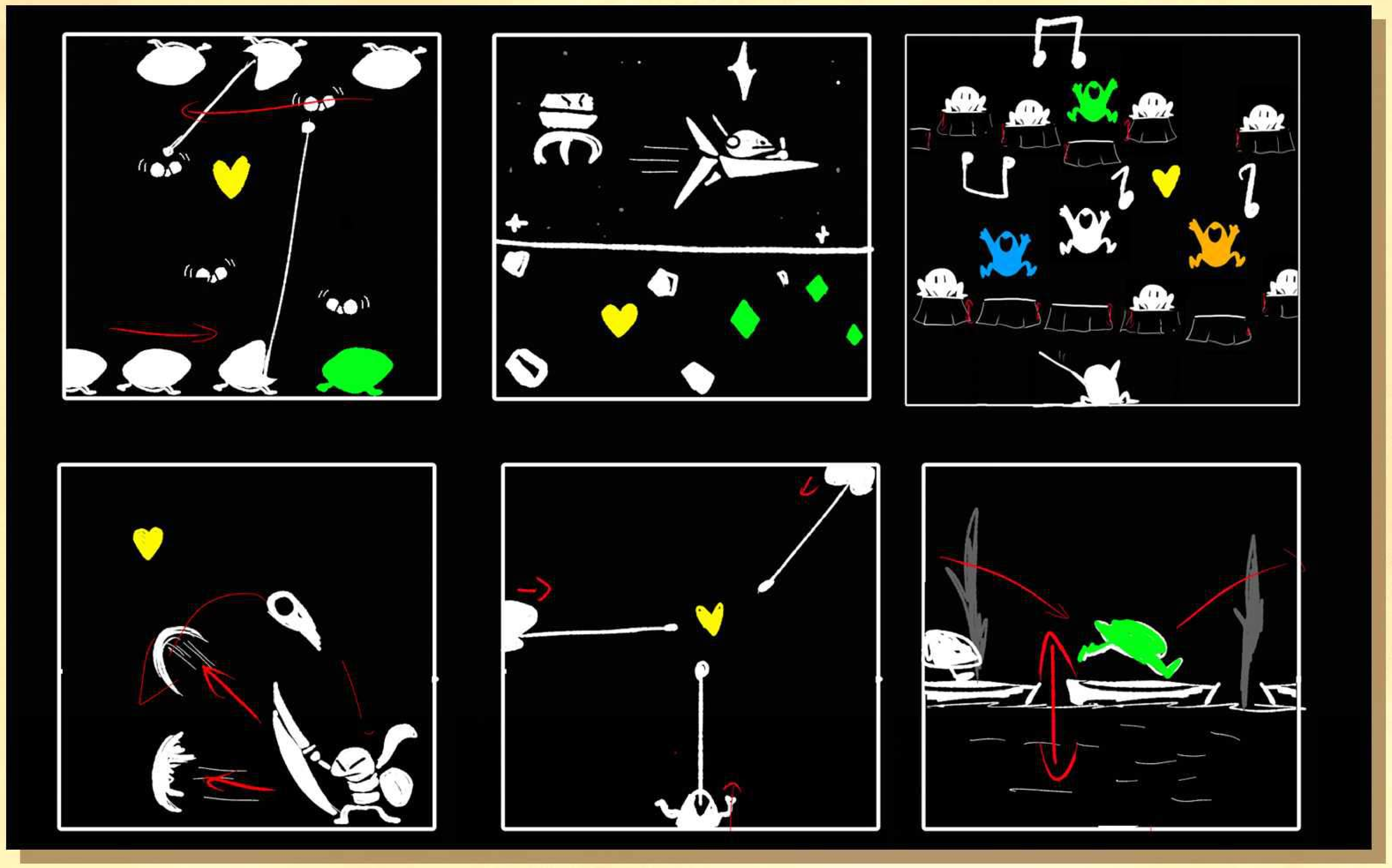
rough buff.png - 2023

GlitchedPie

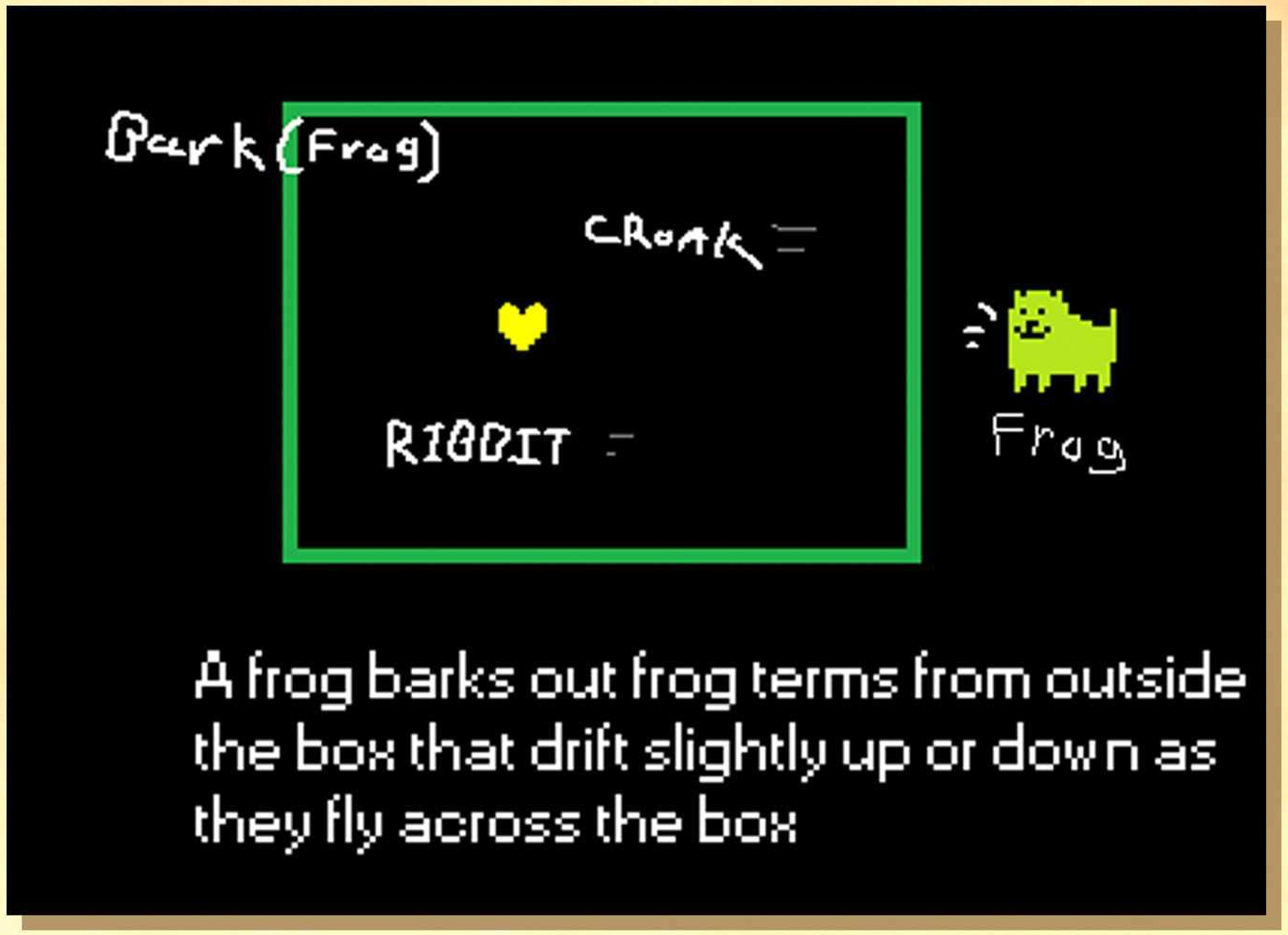
Buff Froggit was originally a joke idea for Macro Froggit's sprite before being worked into the fight ending

- Glitched

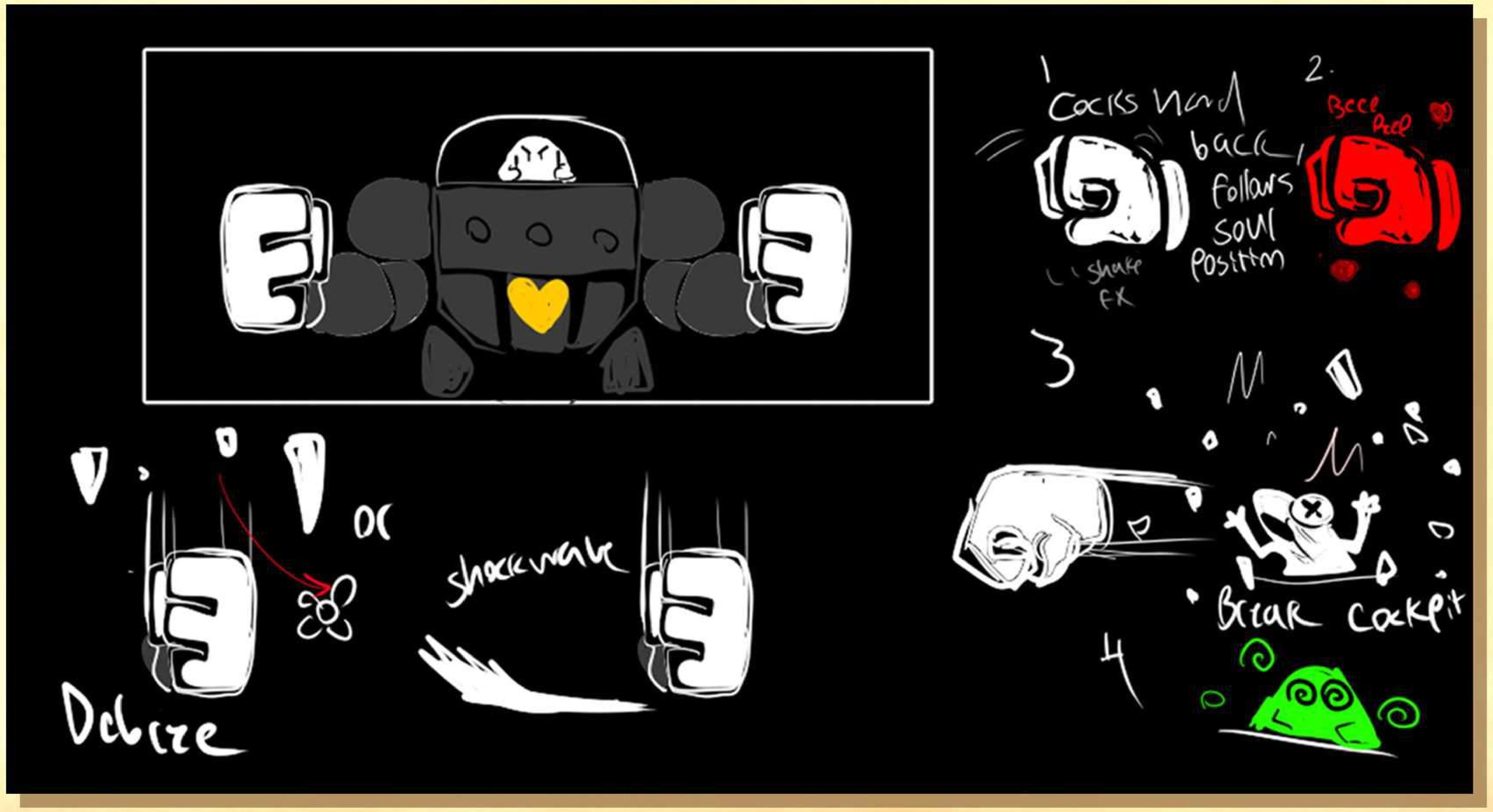
FrogAttacks2.png - 2023
AeroArtwork



frog_atk_2.png - 2023
GlitchedPie

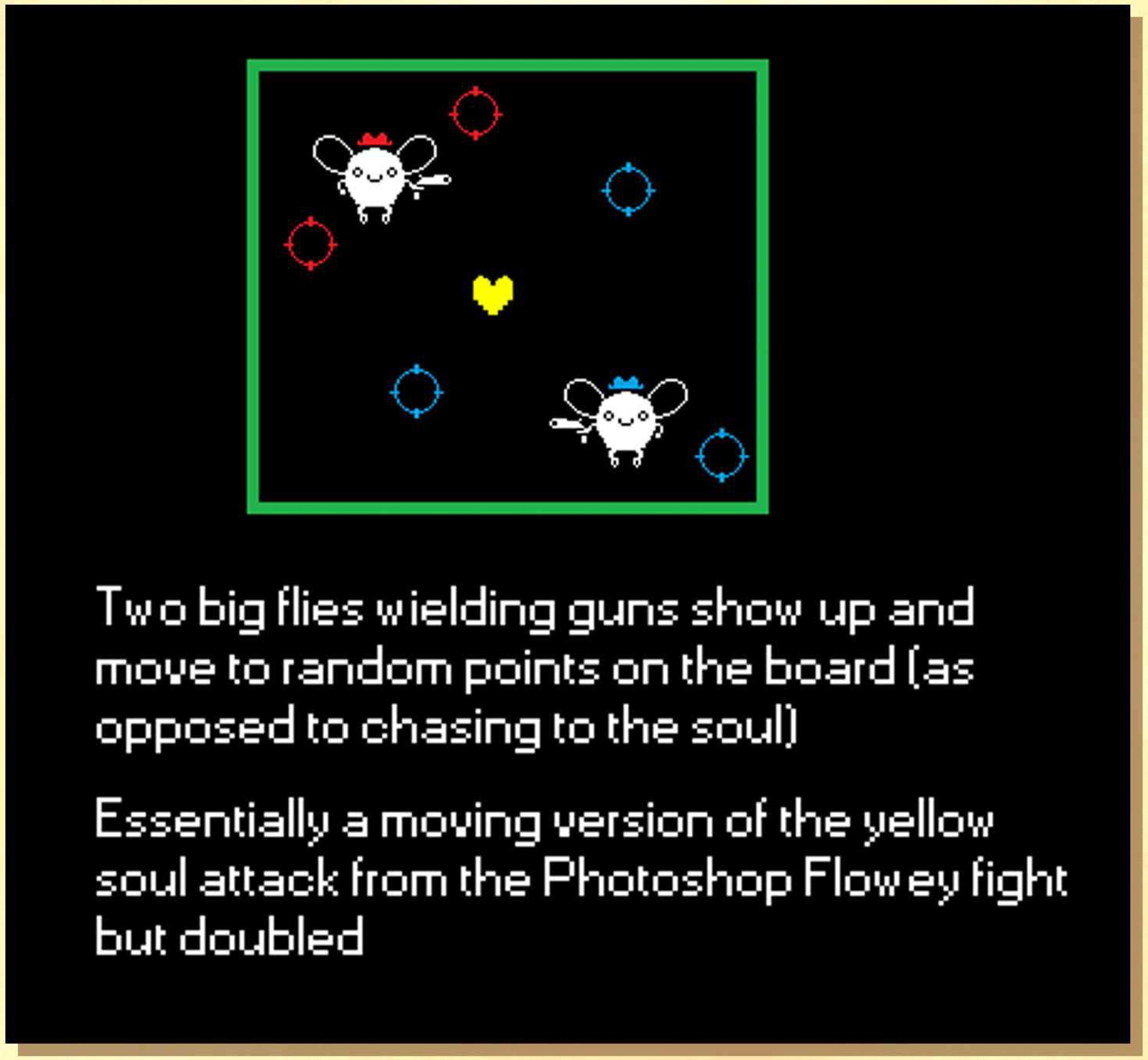

Bark (Frog)
CROAK
RIBBIT
Frog

A frog barks out frog terms from outside the box that drift slightly up or down as they fly across the box


1
Cocks hand back, follows soul position
shake FX
2.
Beep beep
3
Break cockpit
4
Debrie
or
shockwave

FrogAttacks3.png - 2023
AeroArtwork

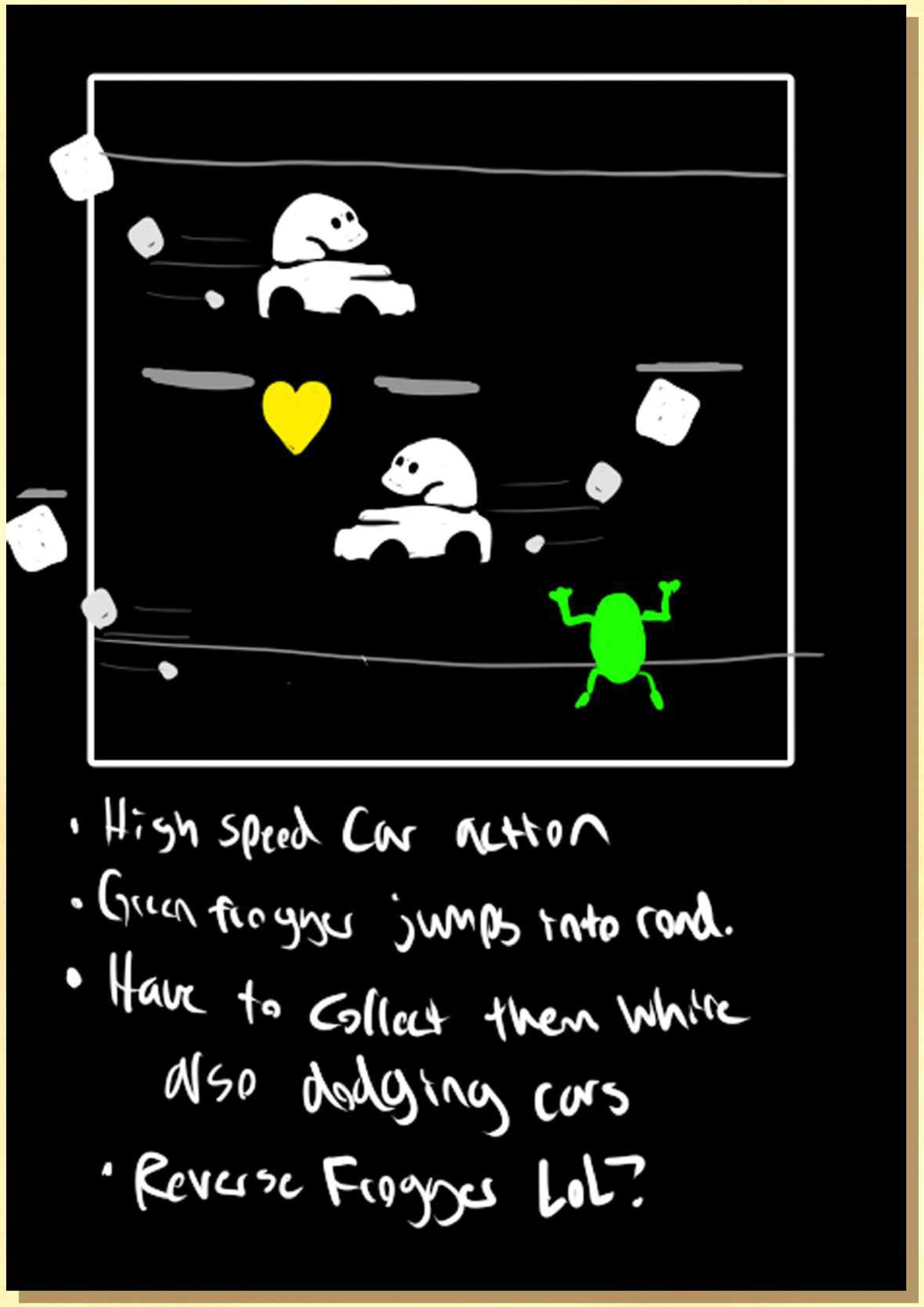
frog_atk_1.png - 2023
GlitchedPie



Two big flies wielding guns show up and move to random points on the board (as opposed to chasing to the soul)

Essentially a moving version of the yellow soul attack from the Photoshop Flowey fight but doubled

froggit.png - 2023
AeroArtwork

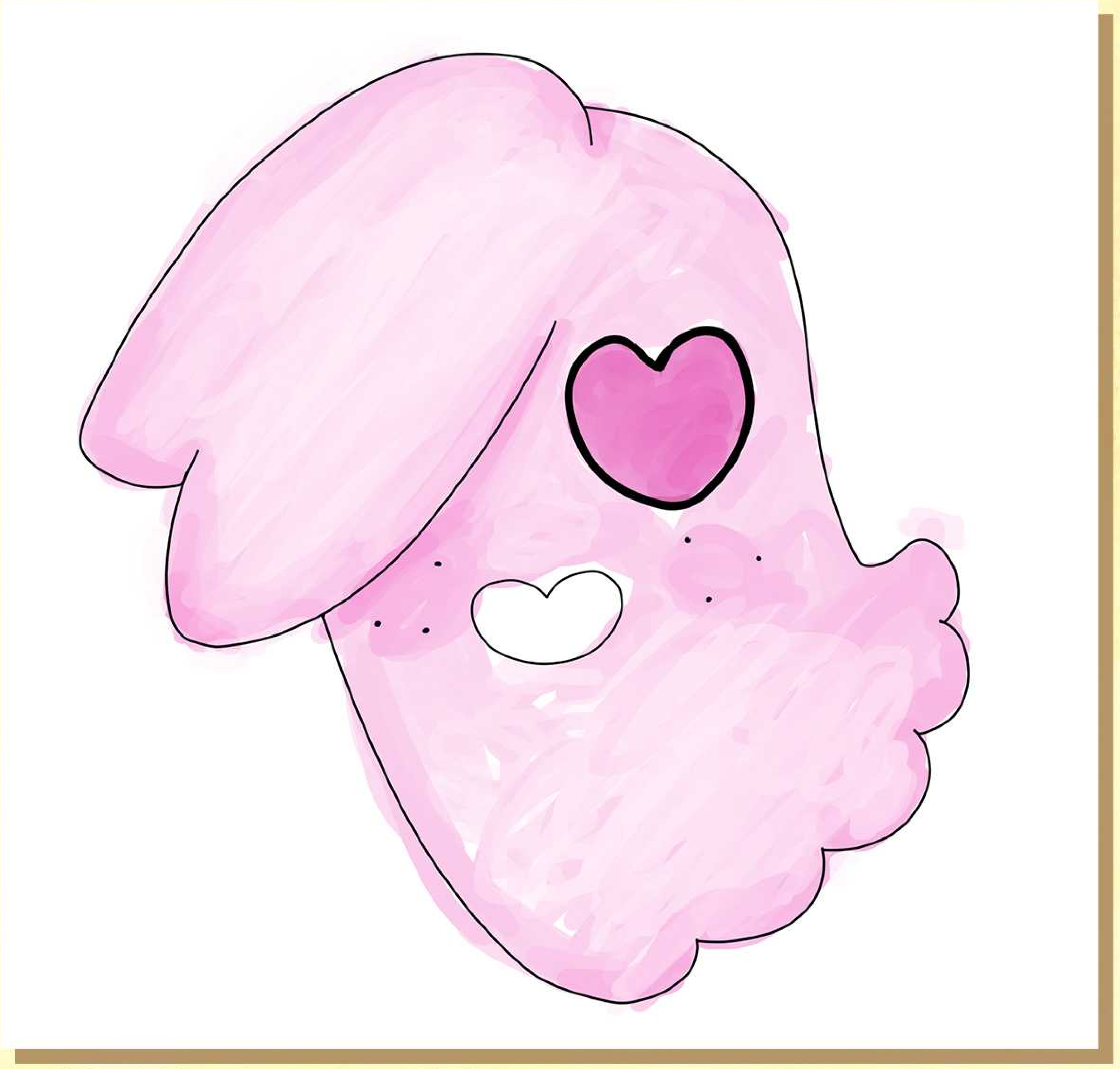


- High speed Car action
- Green frogger jumps into road.
- Have to collect them while also dodging cars
- Reverse Frogger LoL?

(unused)

METTATON

& THE PRODUCER



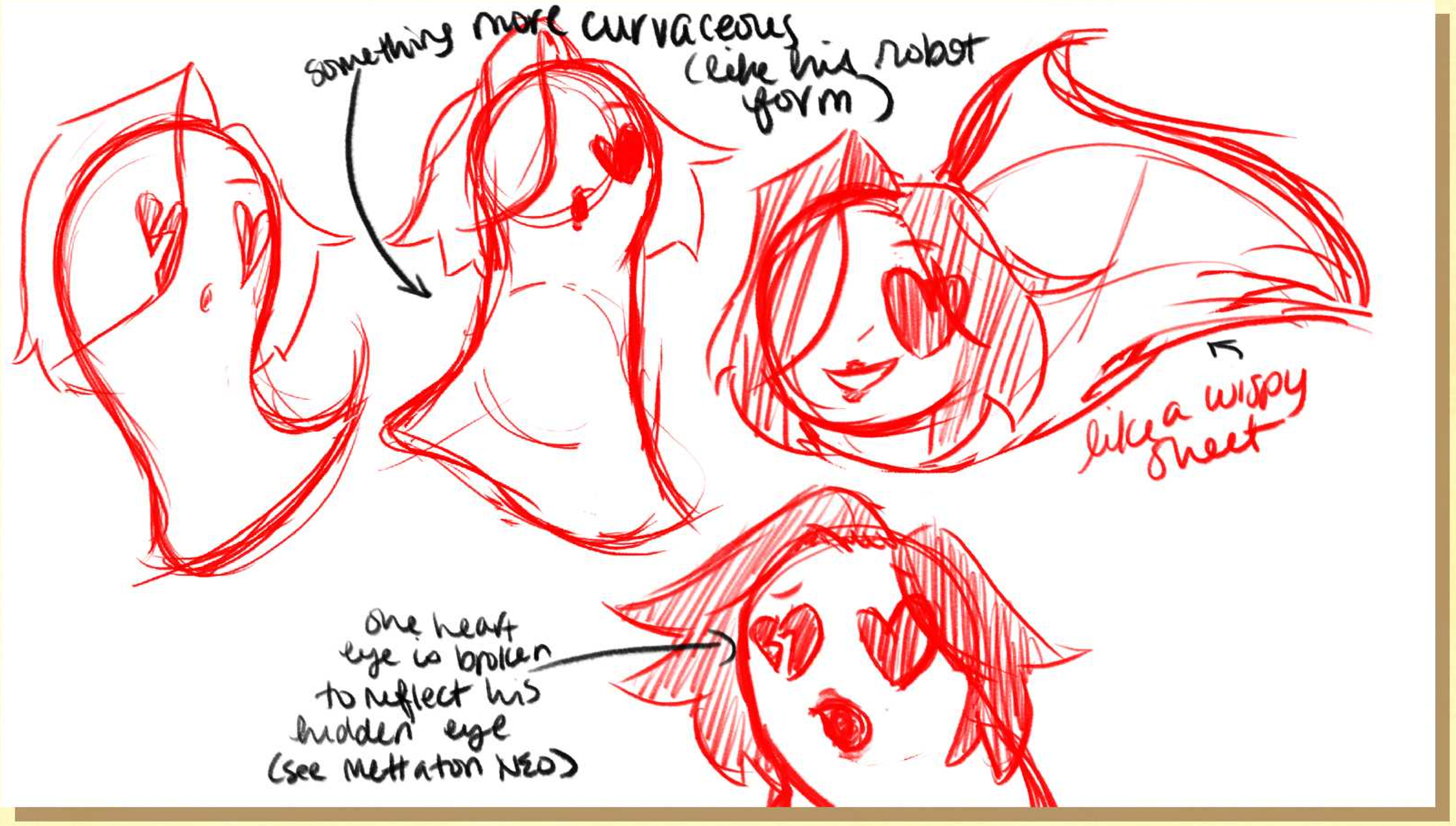
mettablook.png - 2016
InkuNoodle

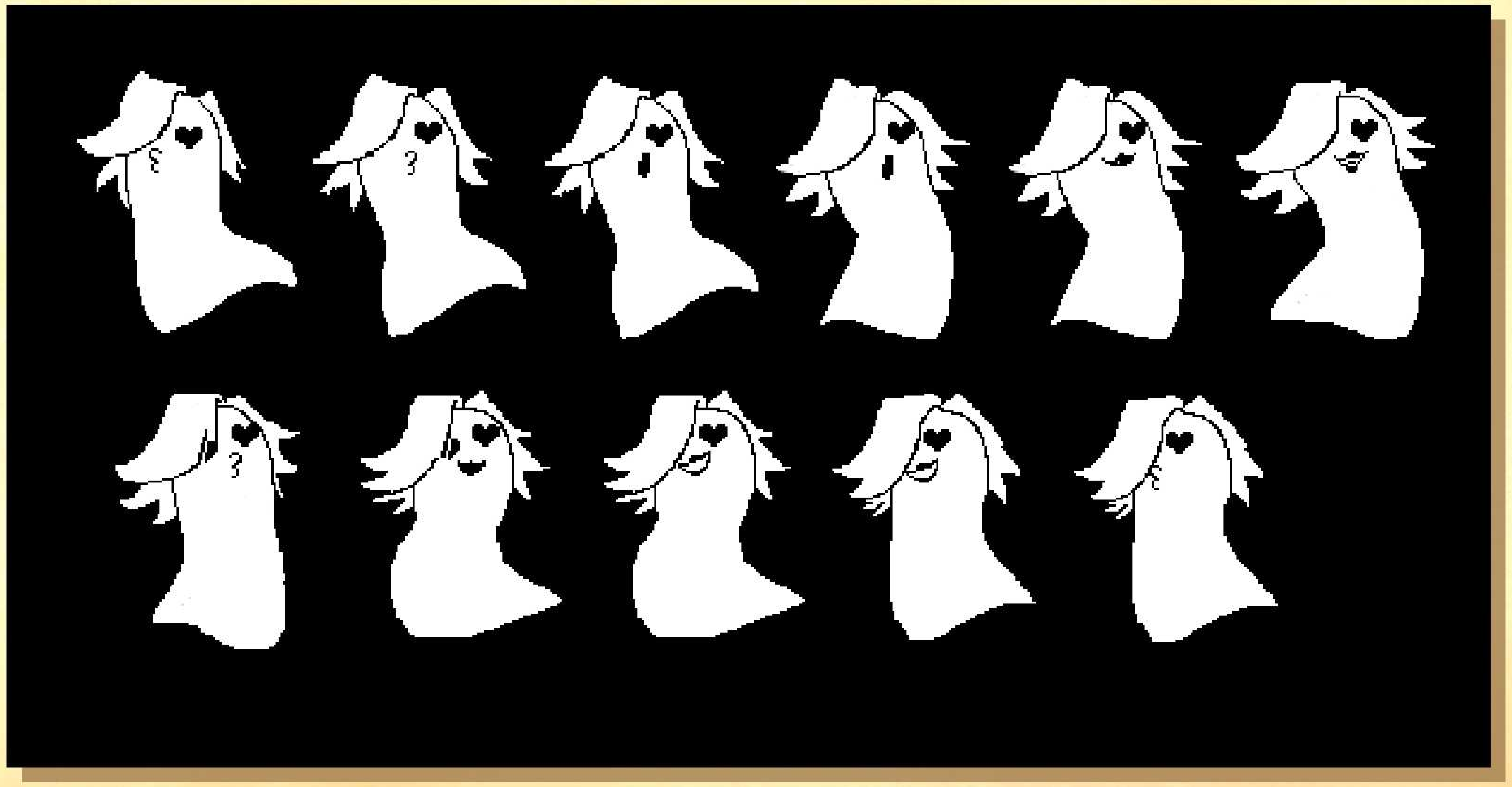
When you think “prequel” you usually think of seeing past versions of characters you love and exploring their past, and we did at first.

We planned to include Mettaton in his ghost form as a miniboss, but quickly realized that if we wanted to include Flowey, it wasn’t feasible. Probably for the best.

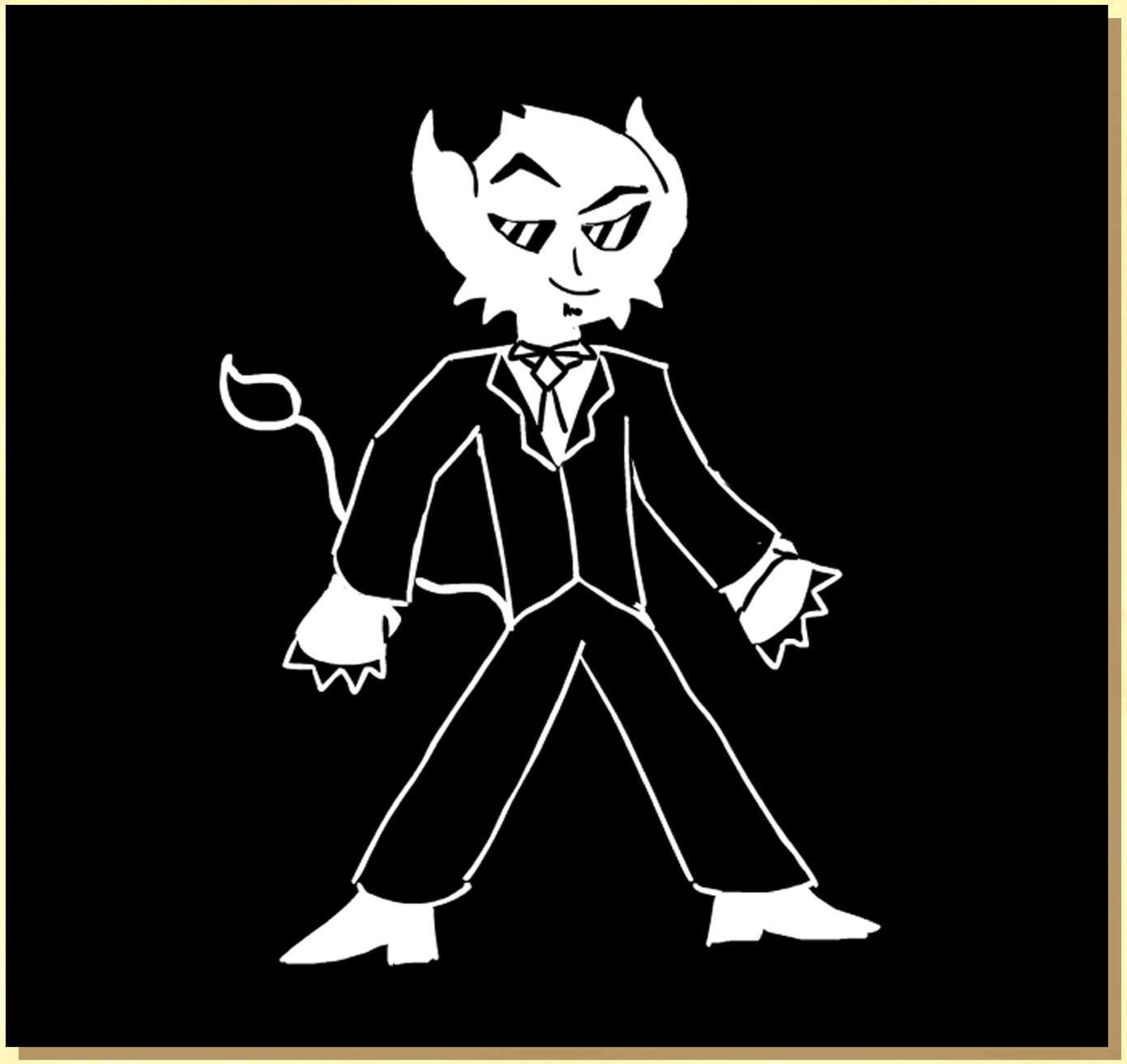
- Sword

ghostmettaton.png - 2016
LitvacArt


something more curvaceous (like his robot form)
like a wispy sheet
one heart eye is broken to reflect his hidden eye (see Mettaton NEO)



mettaton-Sprites.png - 2016
Kcadbackwards

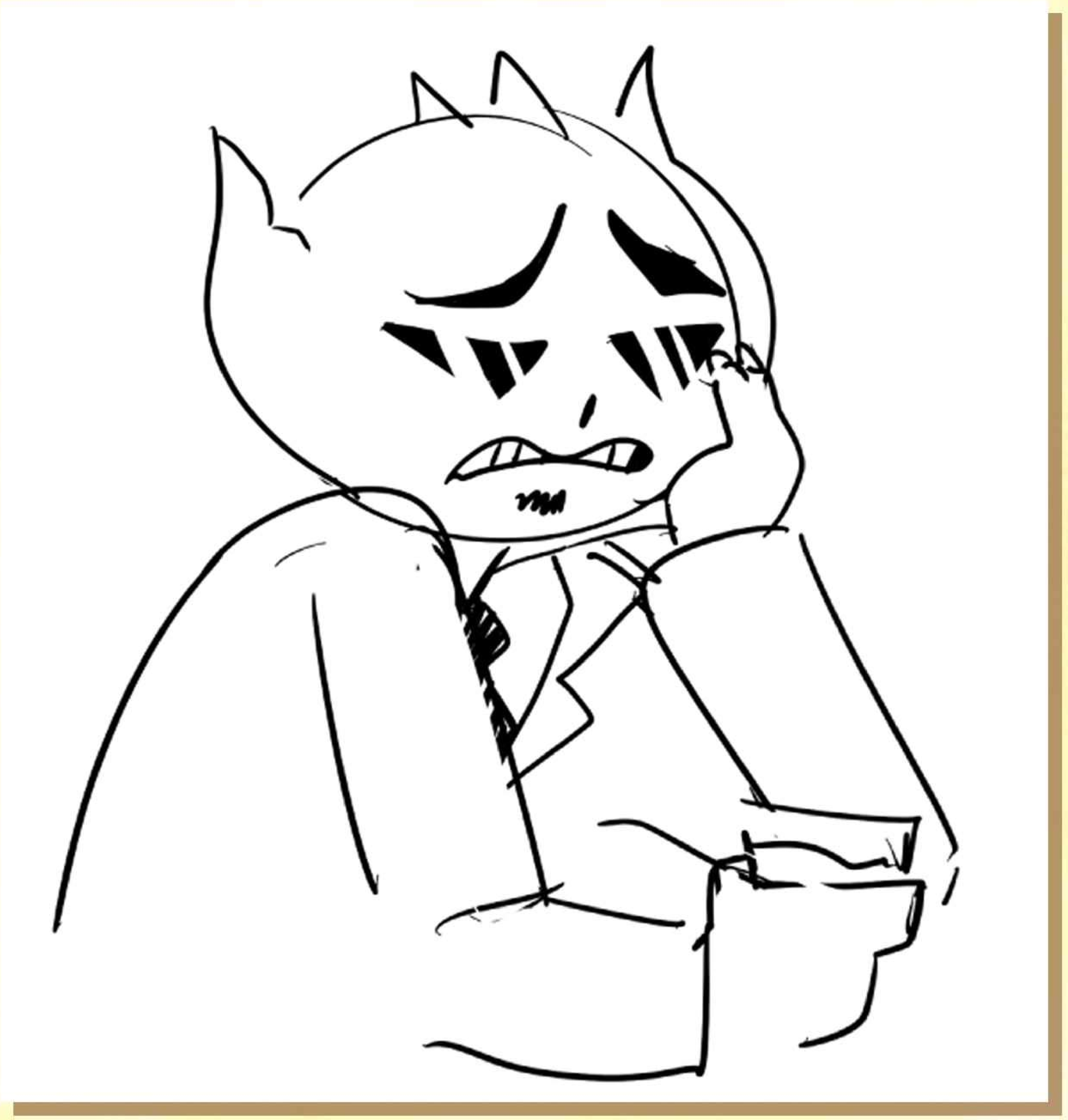


producer.png - 2016
Grey Duovis
This was an idea for a miniboss to the miniboss: Mettaton's music producer!

He made it all the way to the final game...

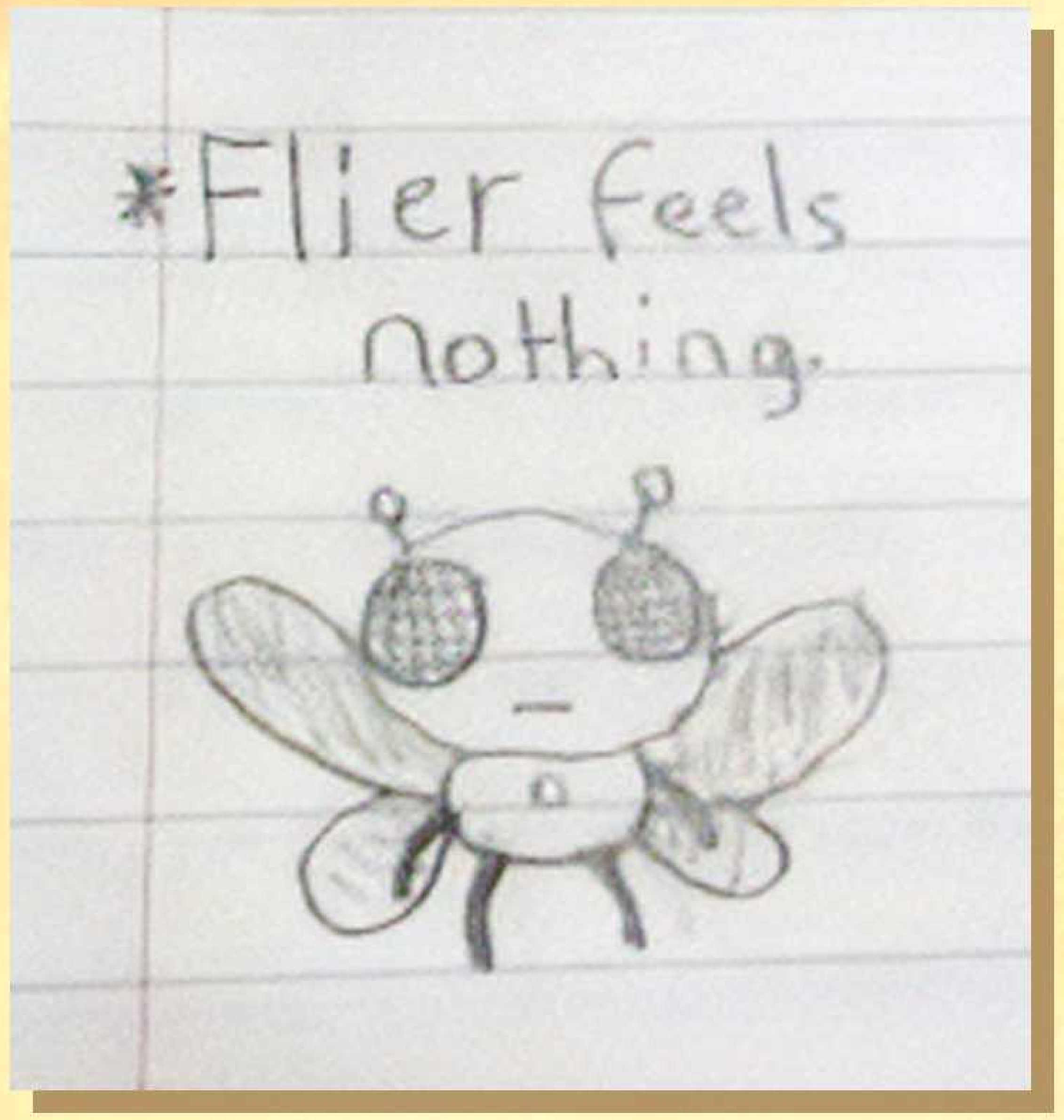
...just not in the state he expected.

- Sword

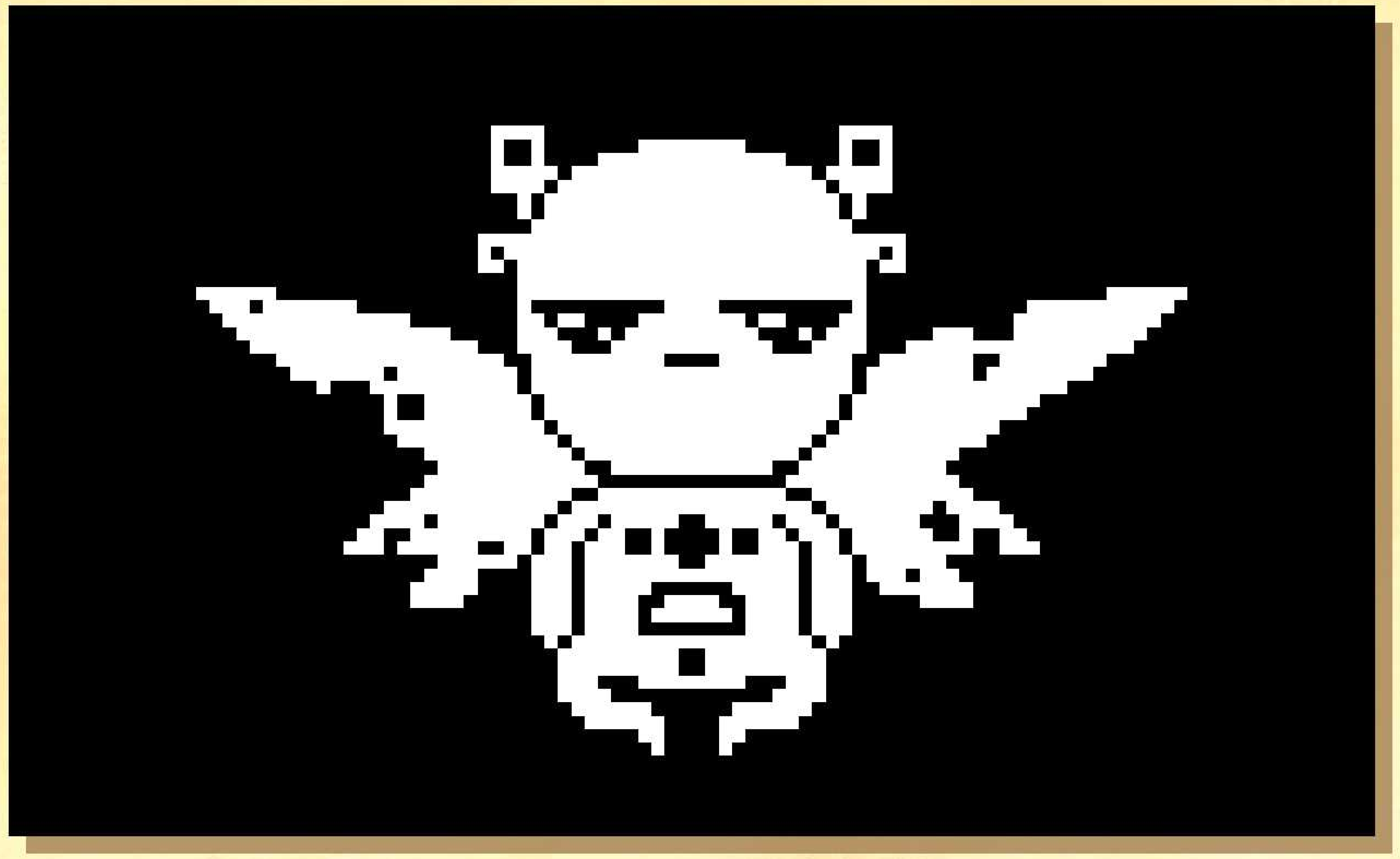


producer sketch.png - 2019
Figburn

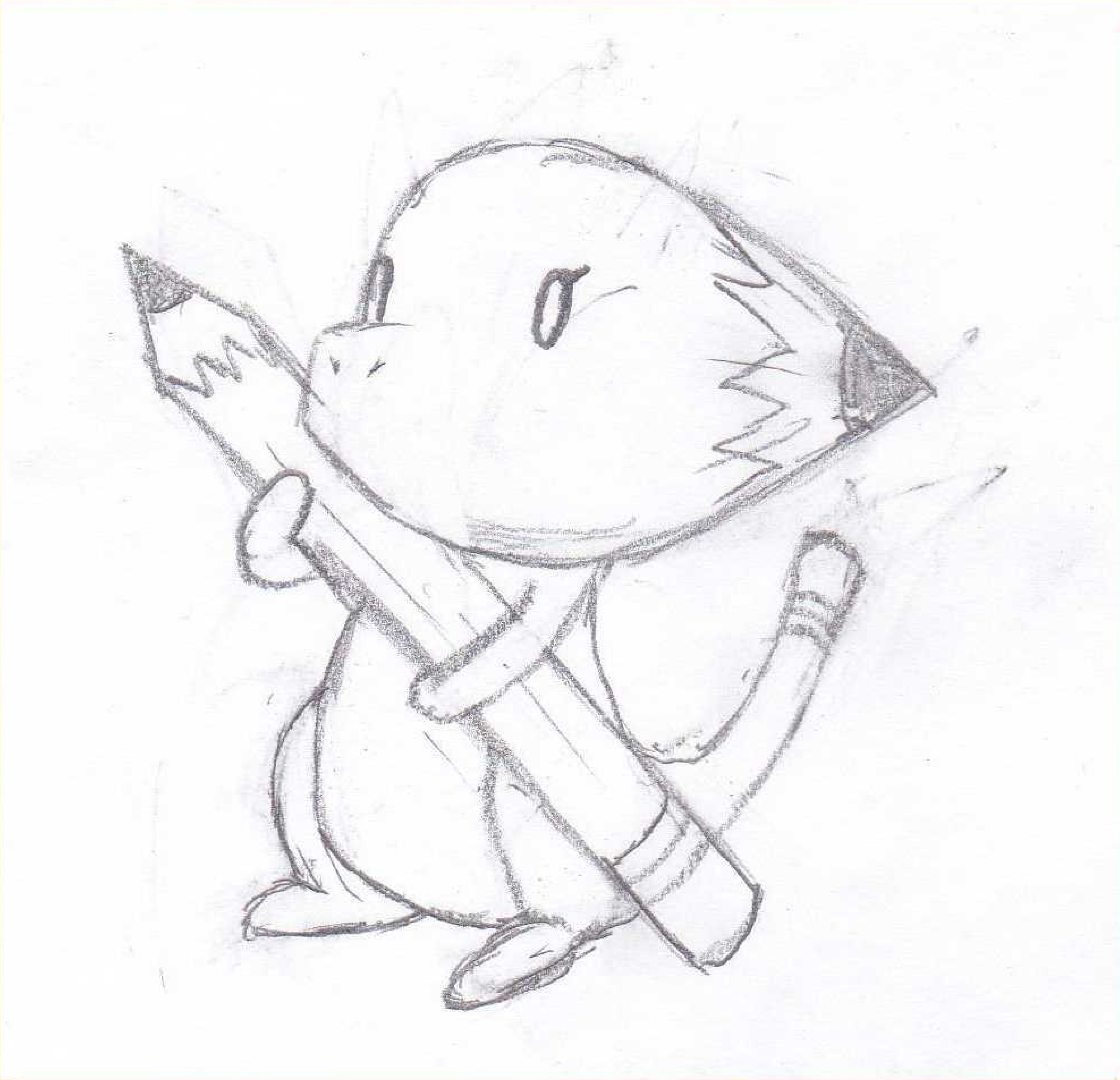
ENEMIES


*Flier feels nothing.

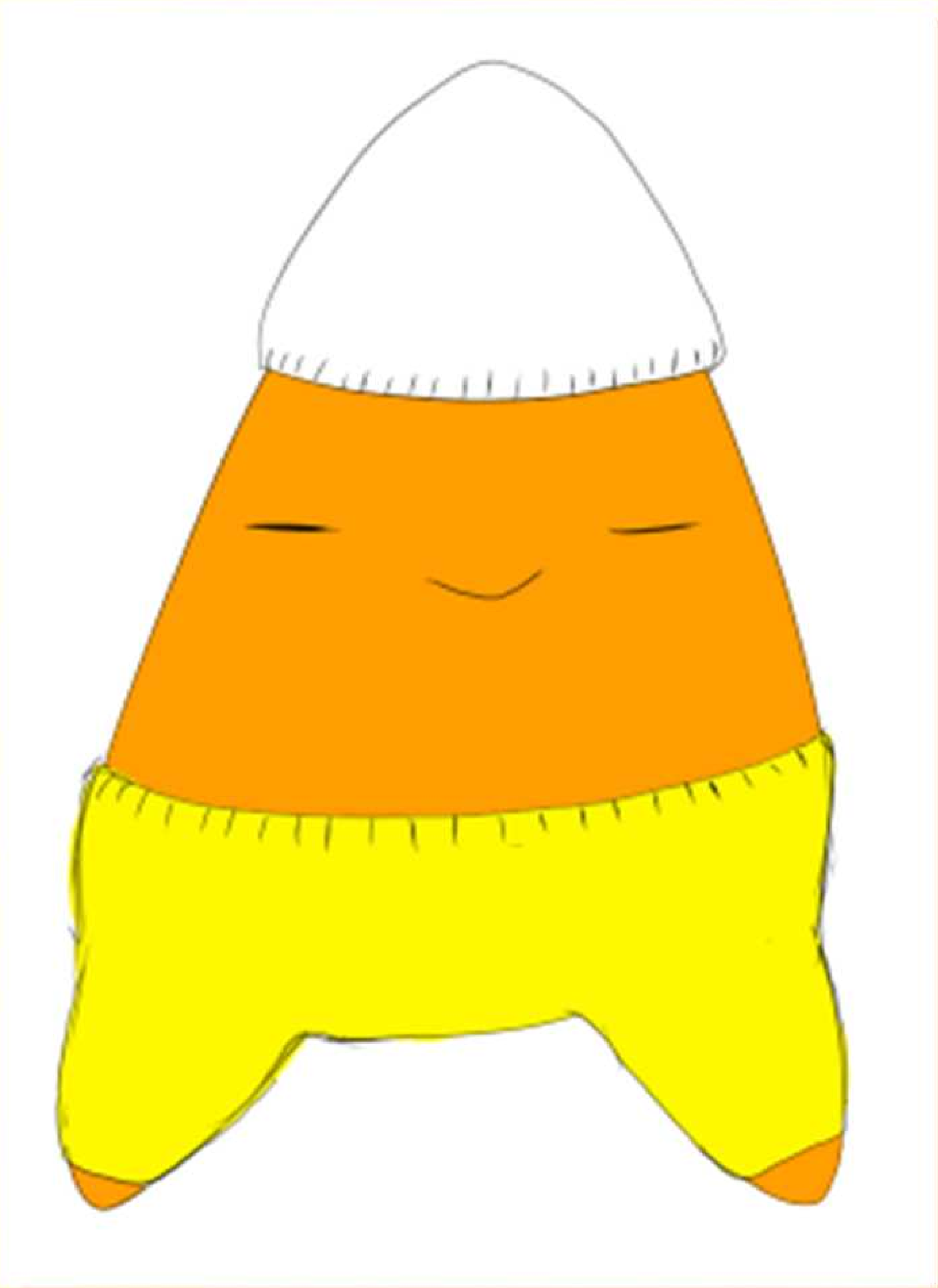
flier.png - 2016
MasterSwordRemix



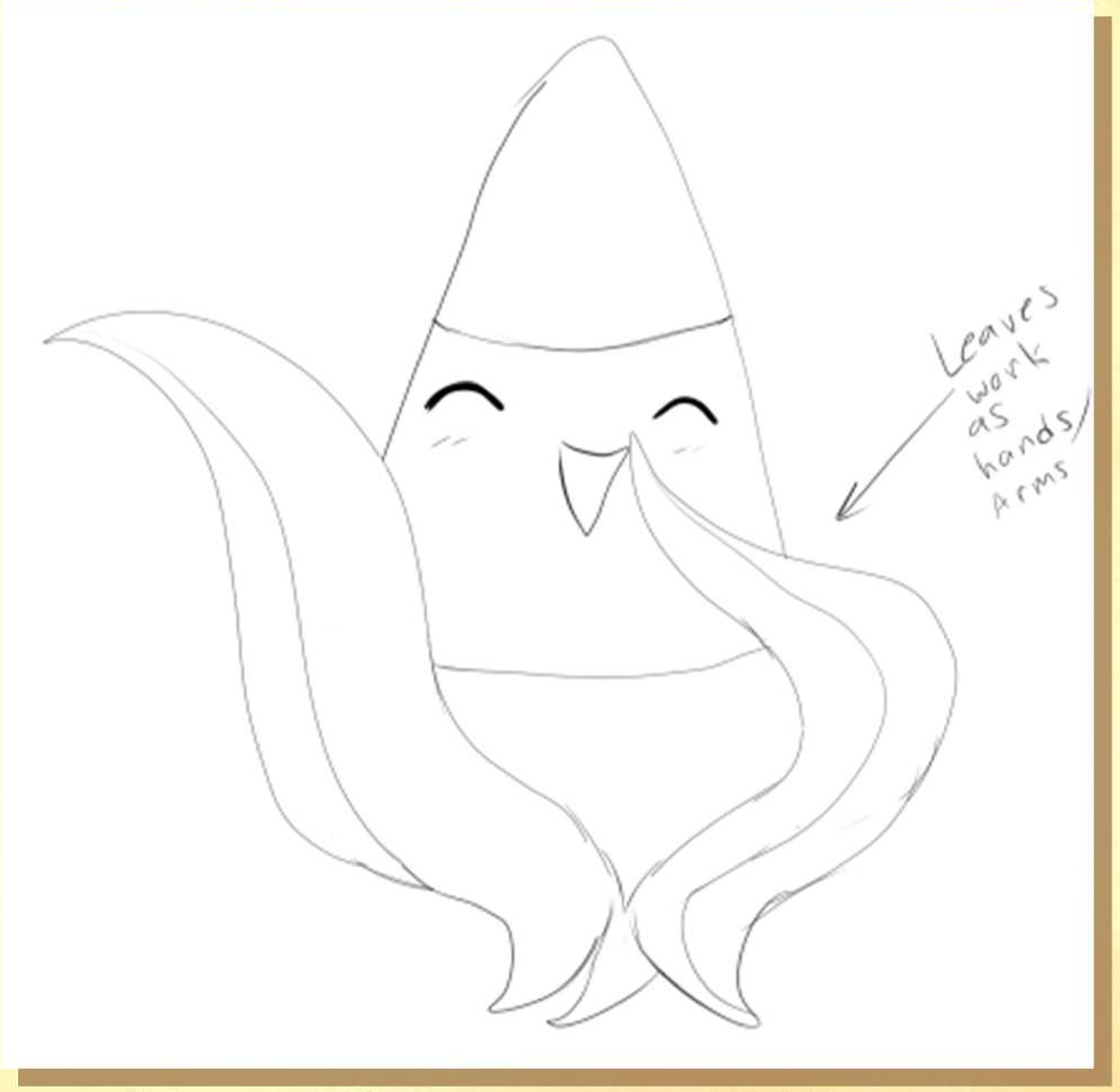
mega_flier_big.png - 2016
Gaziter
An “upgraded” design for an old idea to have Clover visit the CORE.
- Sword



Pencilla_Sketch.png - 2016
NoteBlock



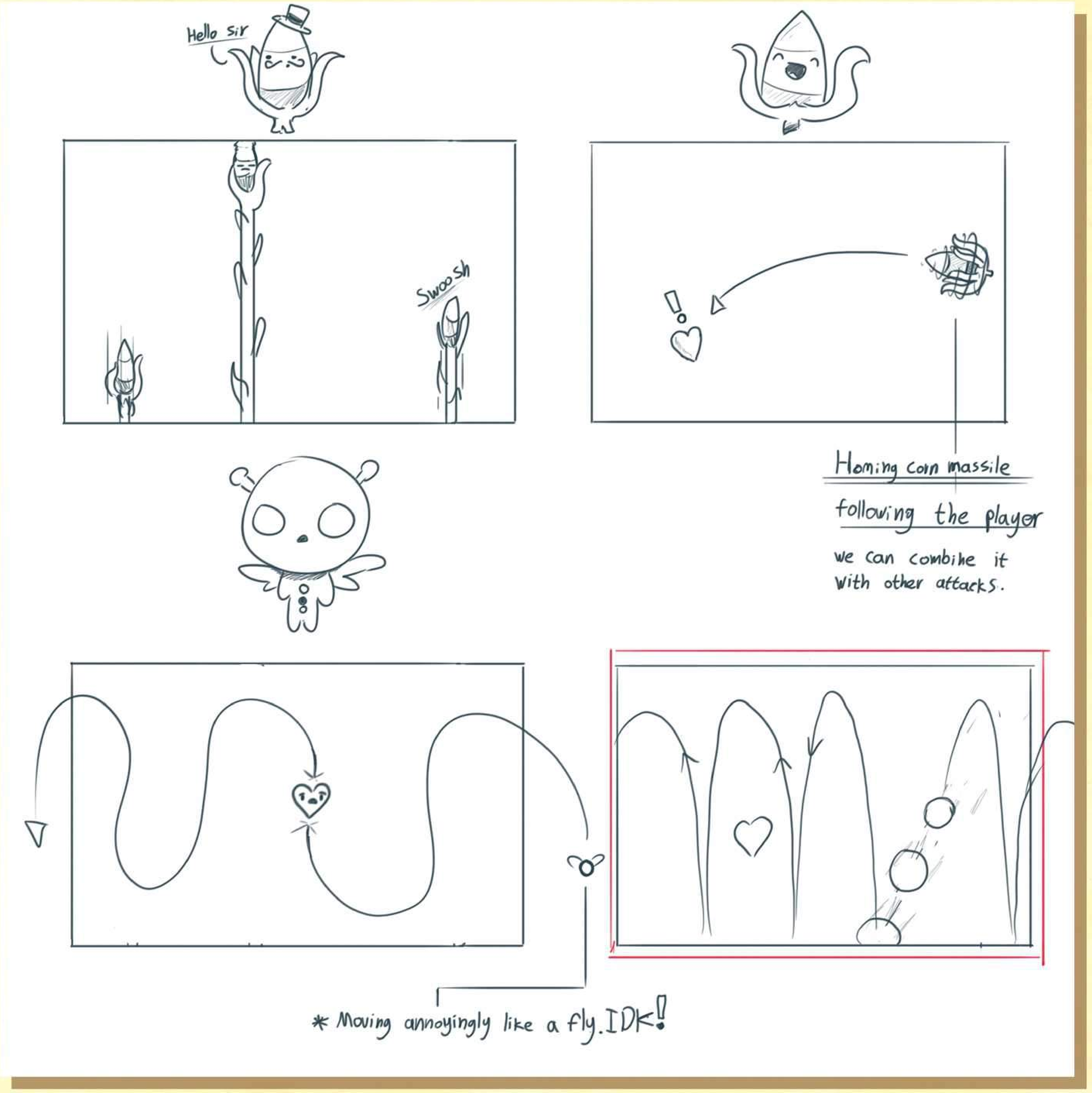
cornboy.png - 2016
AWildDaydreamer


Leaves work as hands Arms

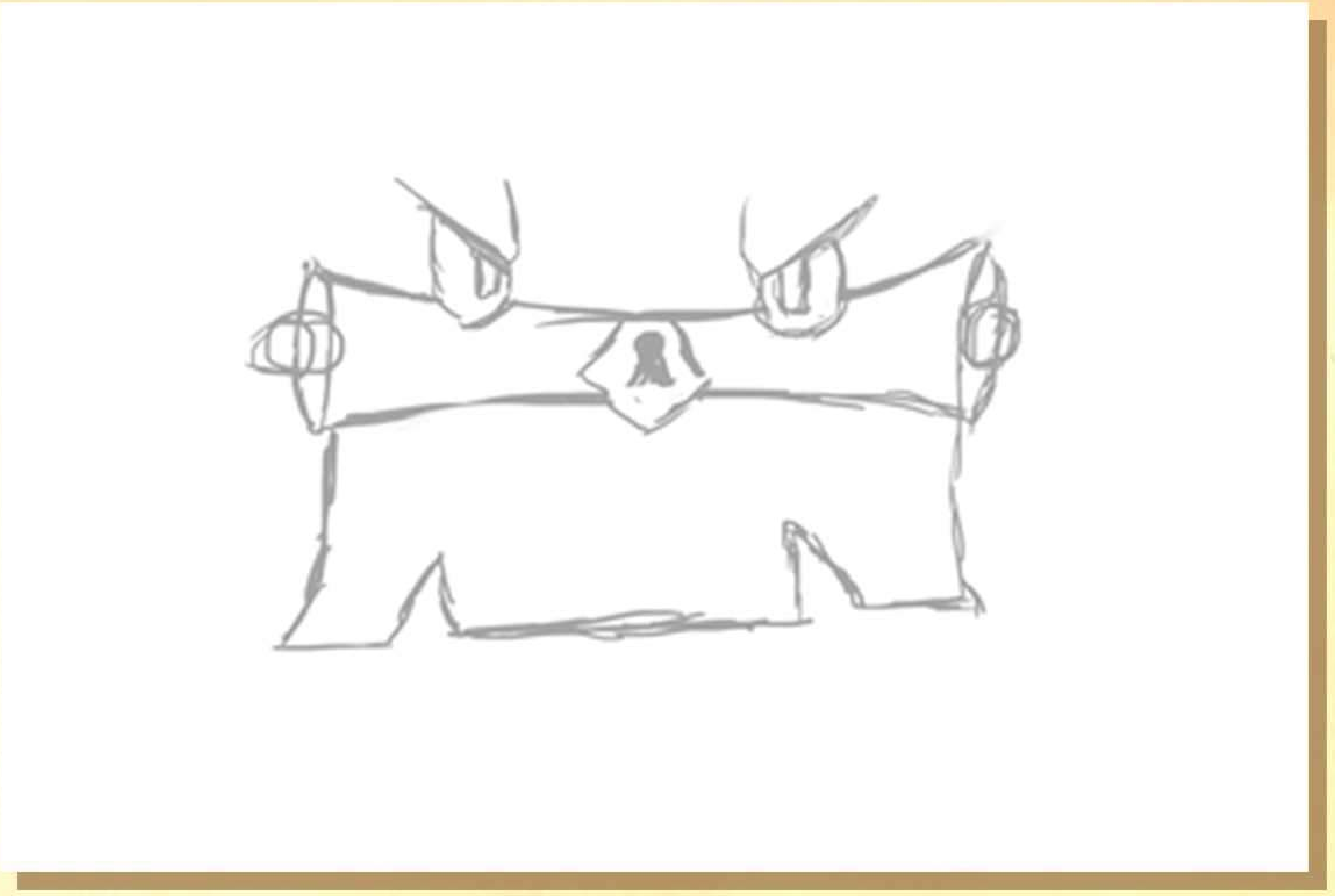
omg_it_sweet_corn.png - 2016
AWildDaydreamer

Rorrim went straight to spriting. No concepts :/

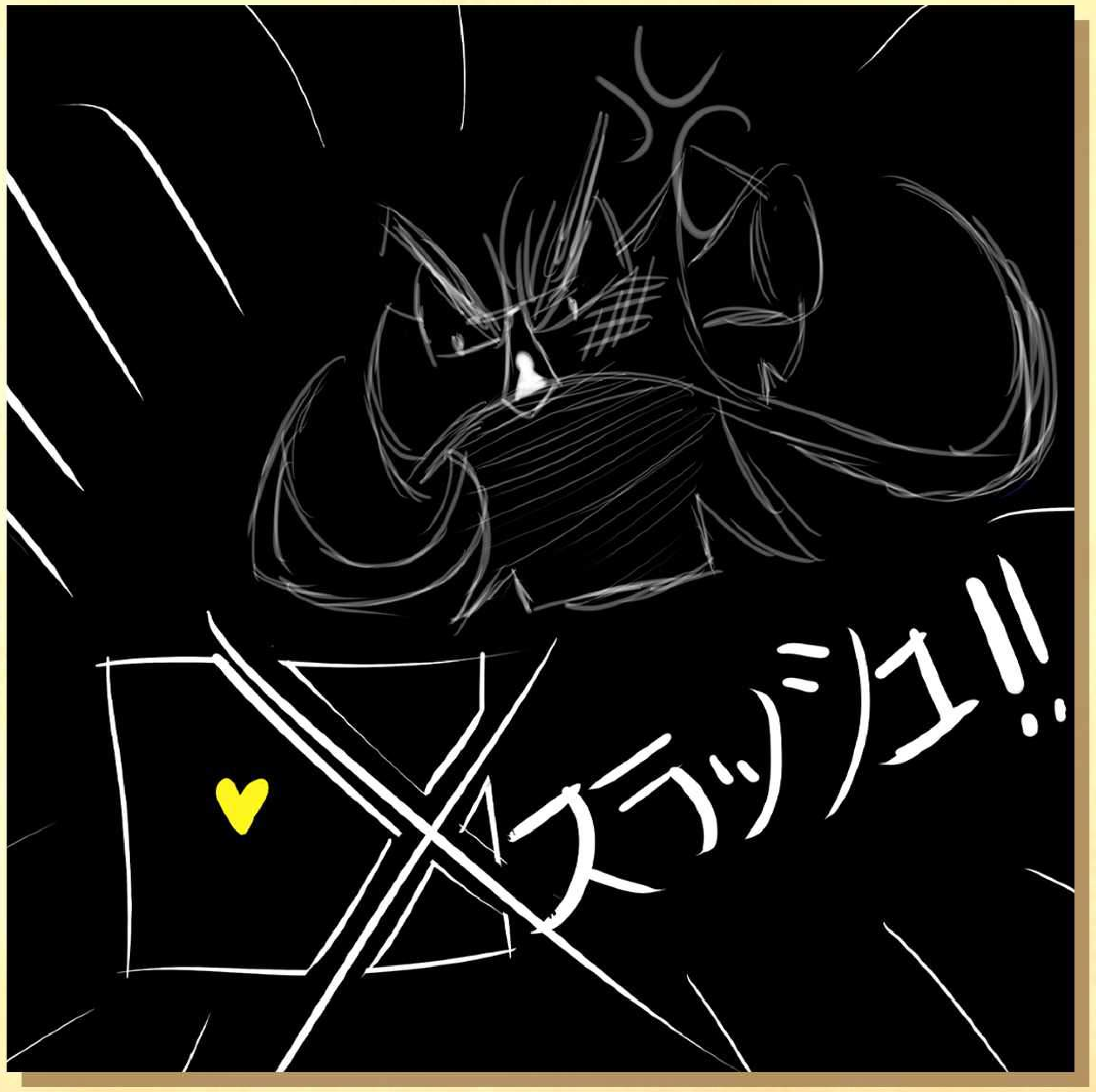
- Sword


Hello sir
Swoosh
!
Homing corn massile following the player
we can combine it with other attacks.
* Moving annoyingly like a fly.IDK!

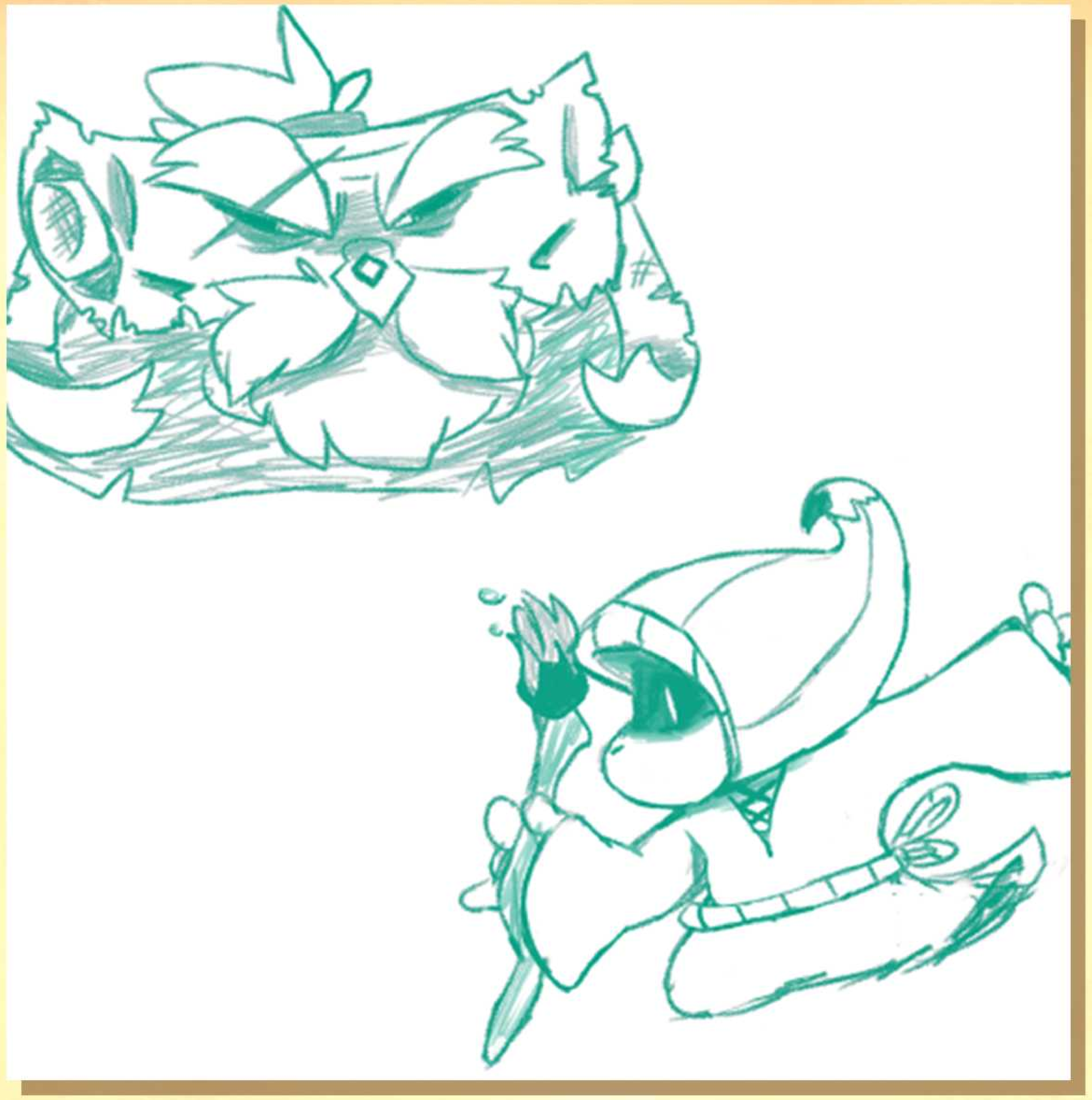
UT_enemy_attack_concepts.png - 2016
Gaziter



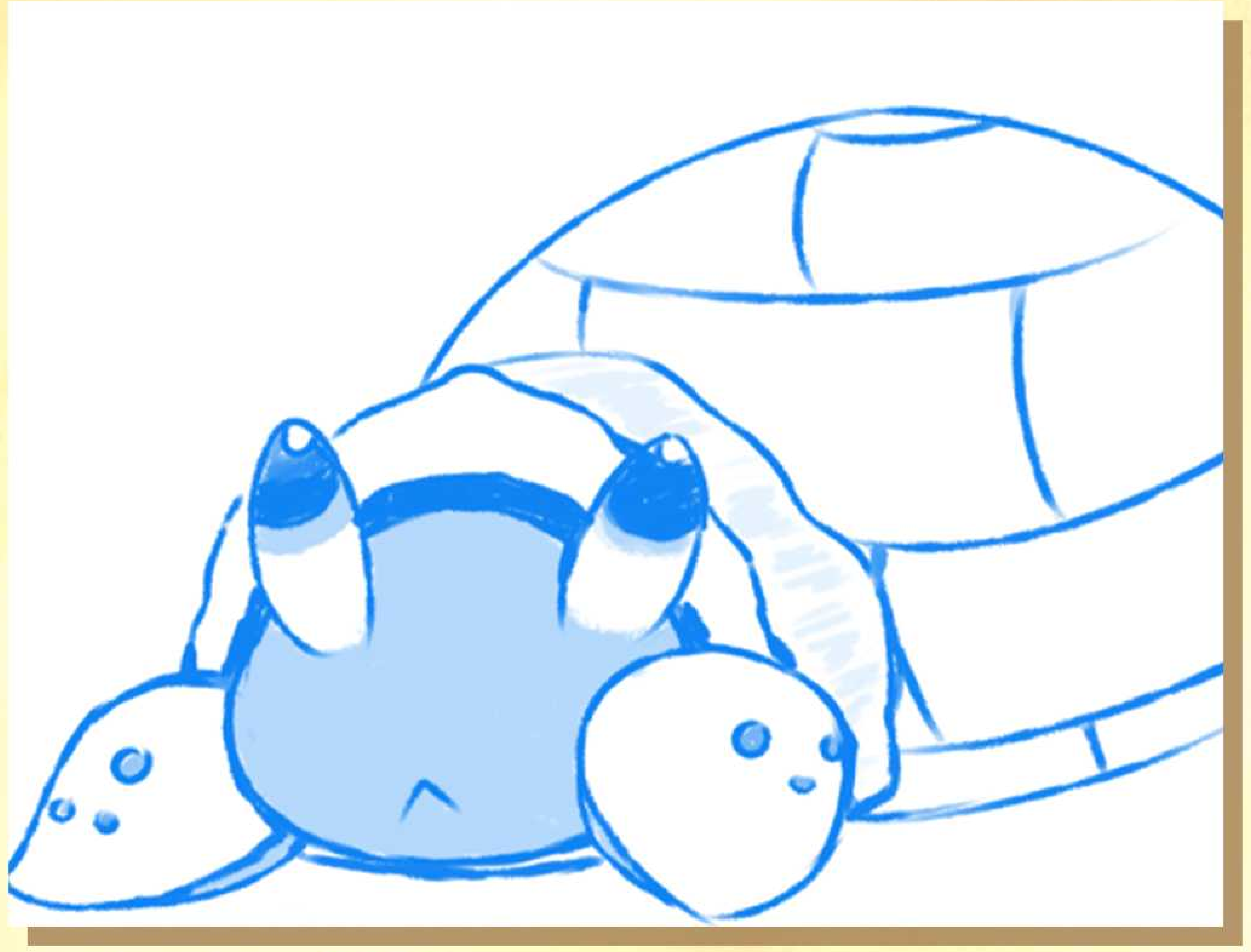
scroll.png - 2016
Figburn



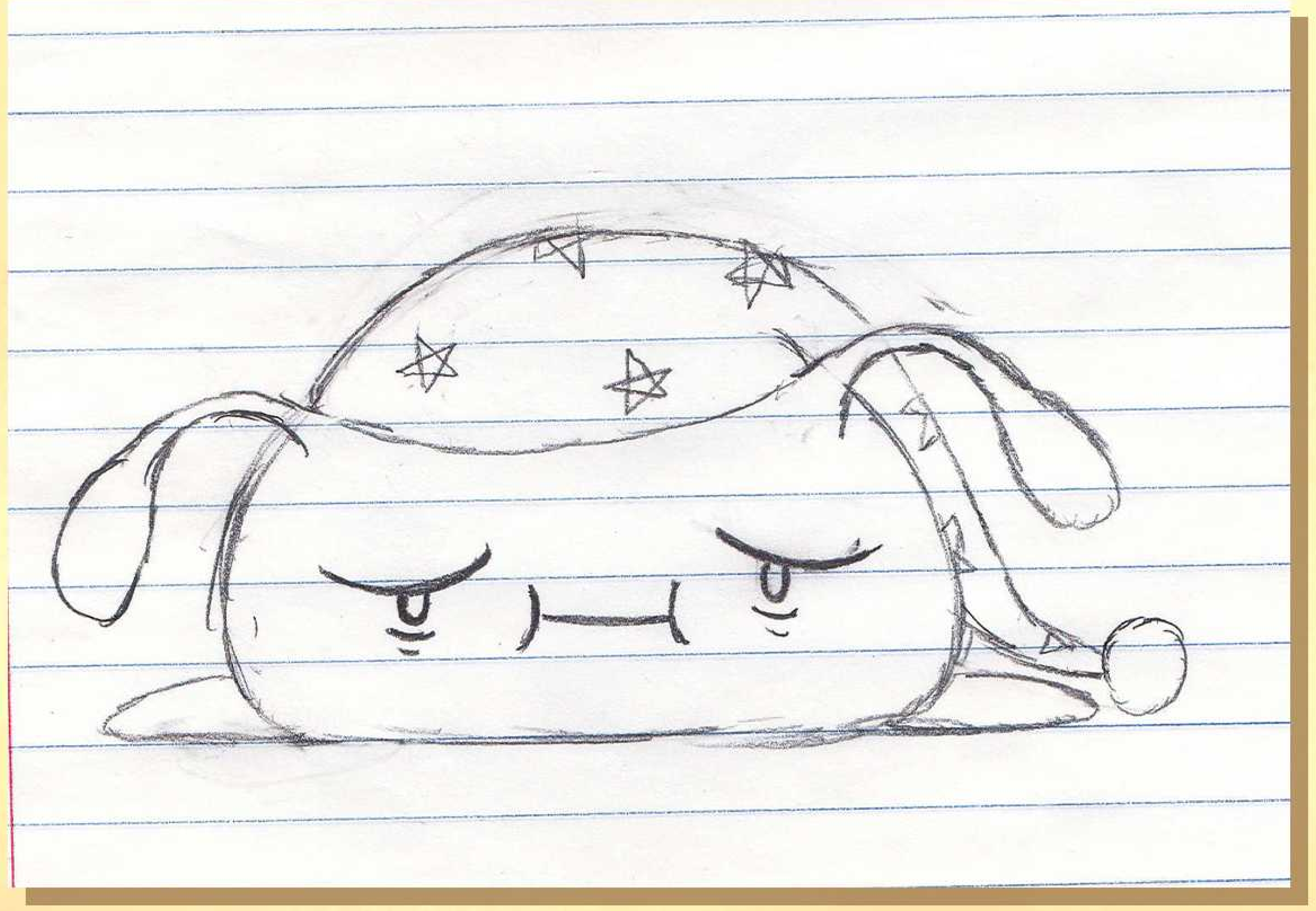
crispy_scrolllll.png - 2016
Figburn



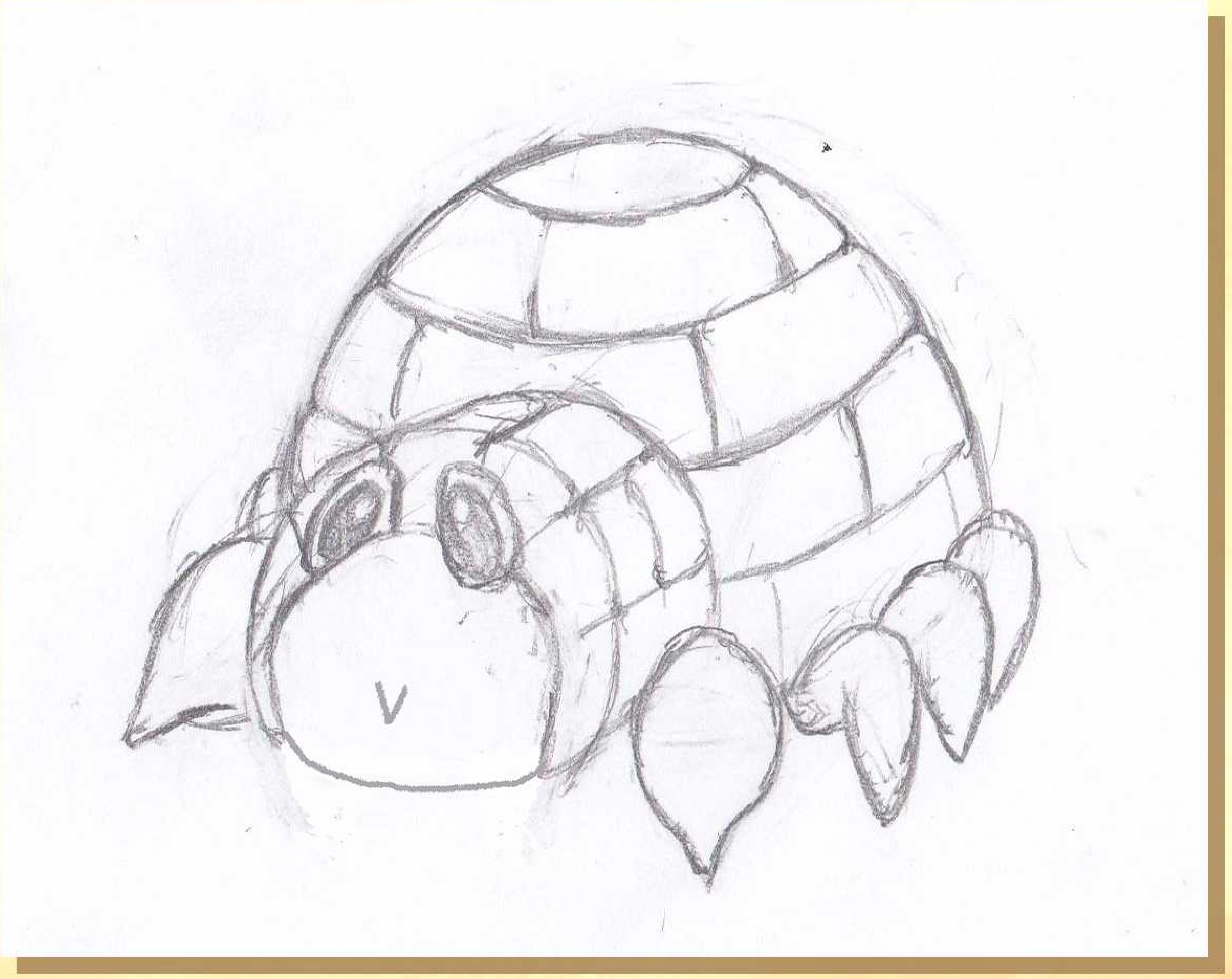
noodle_stronger_monsters.png - 2016
InkuNoodle



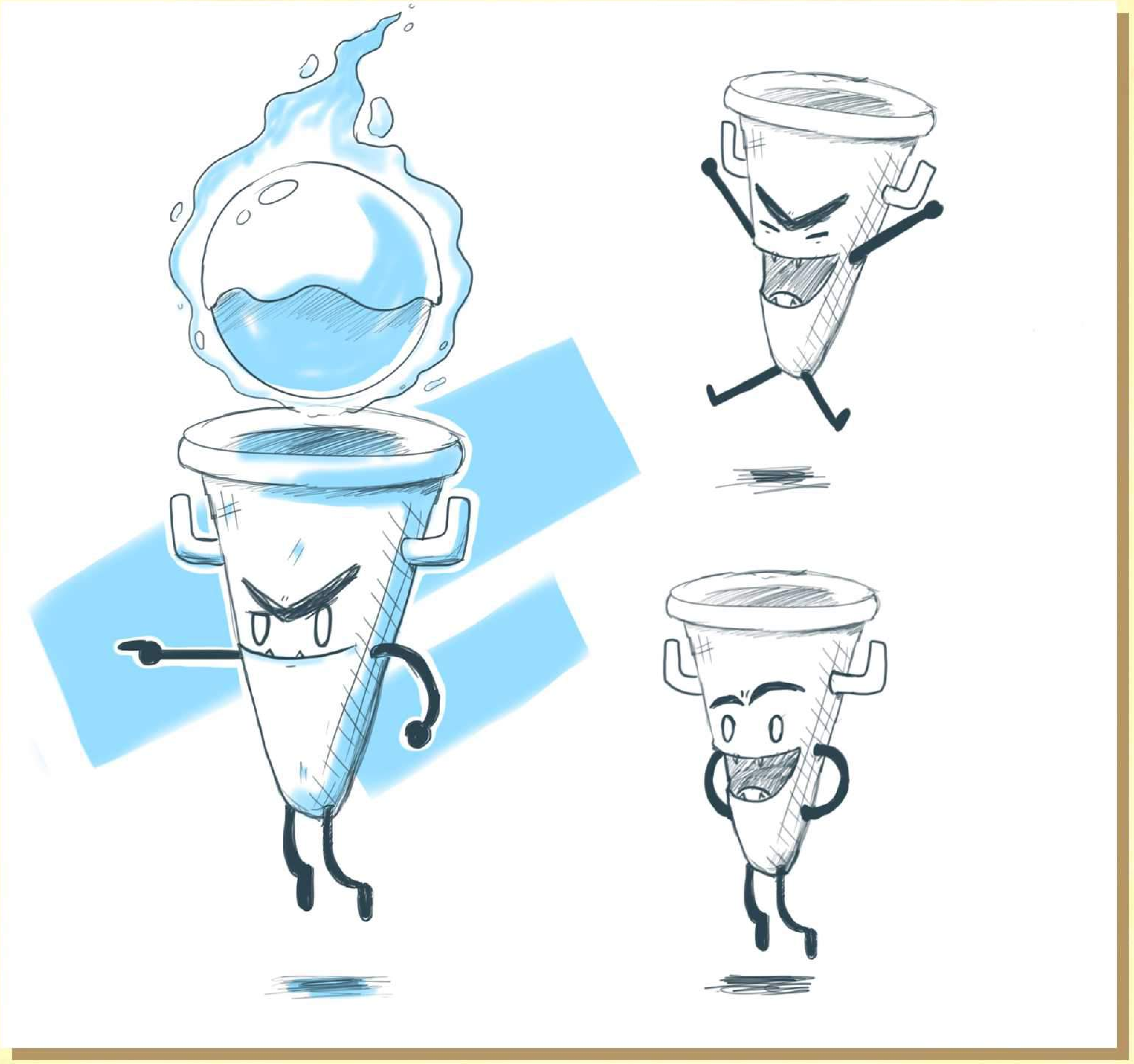
crab.png - 2017
InkuNoodle



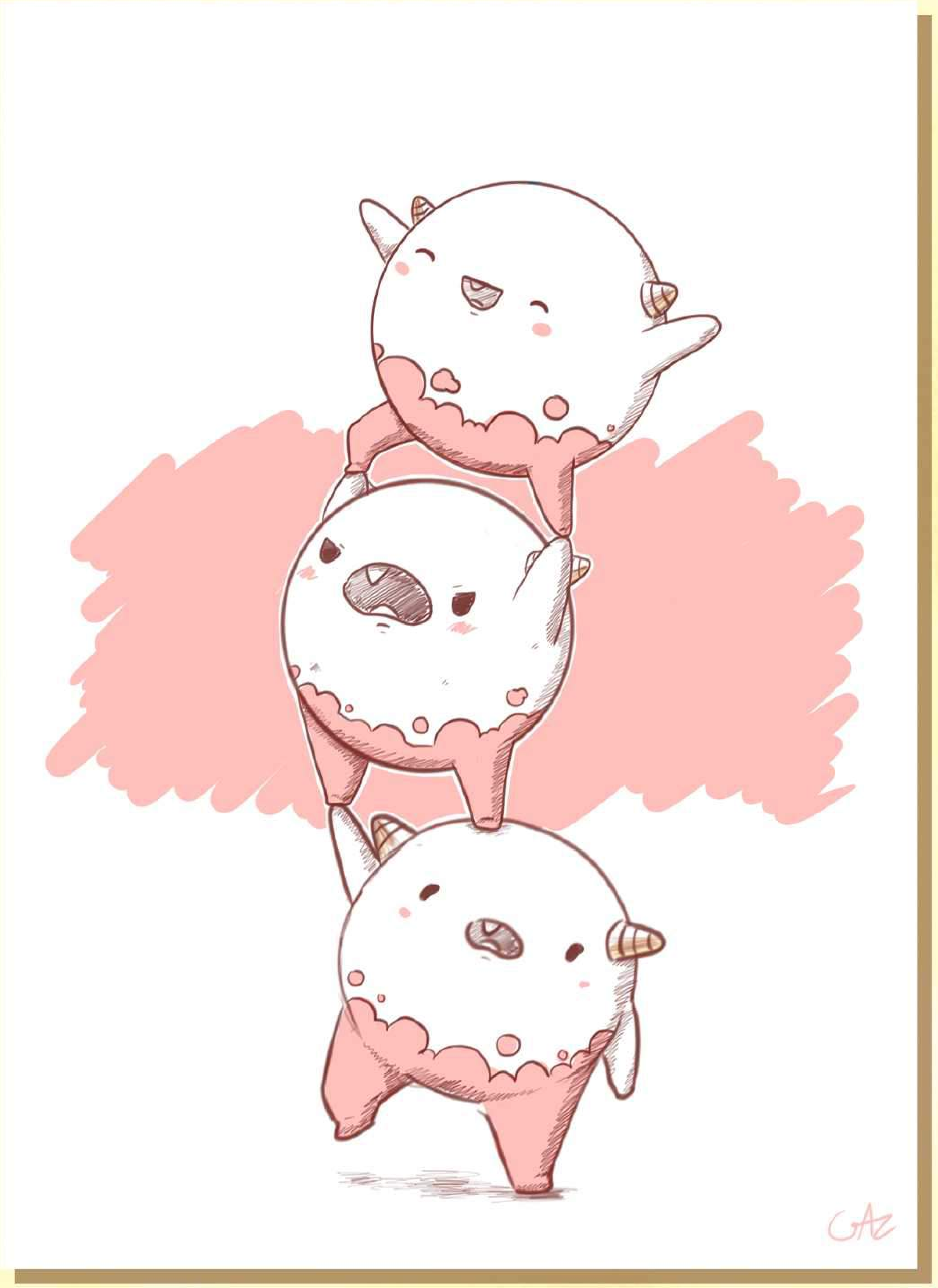
Insomnitot.png - 2017
NoteBlock



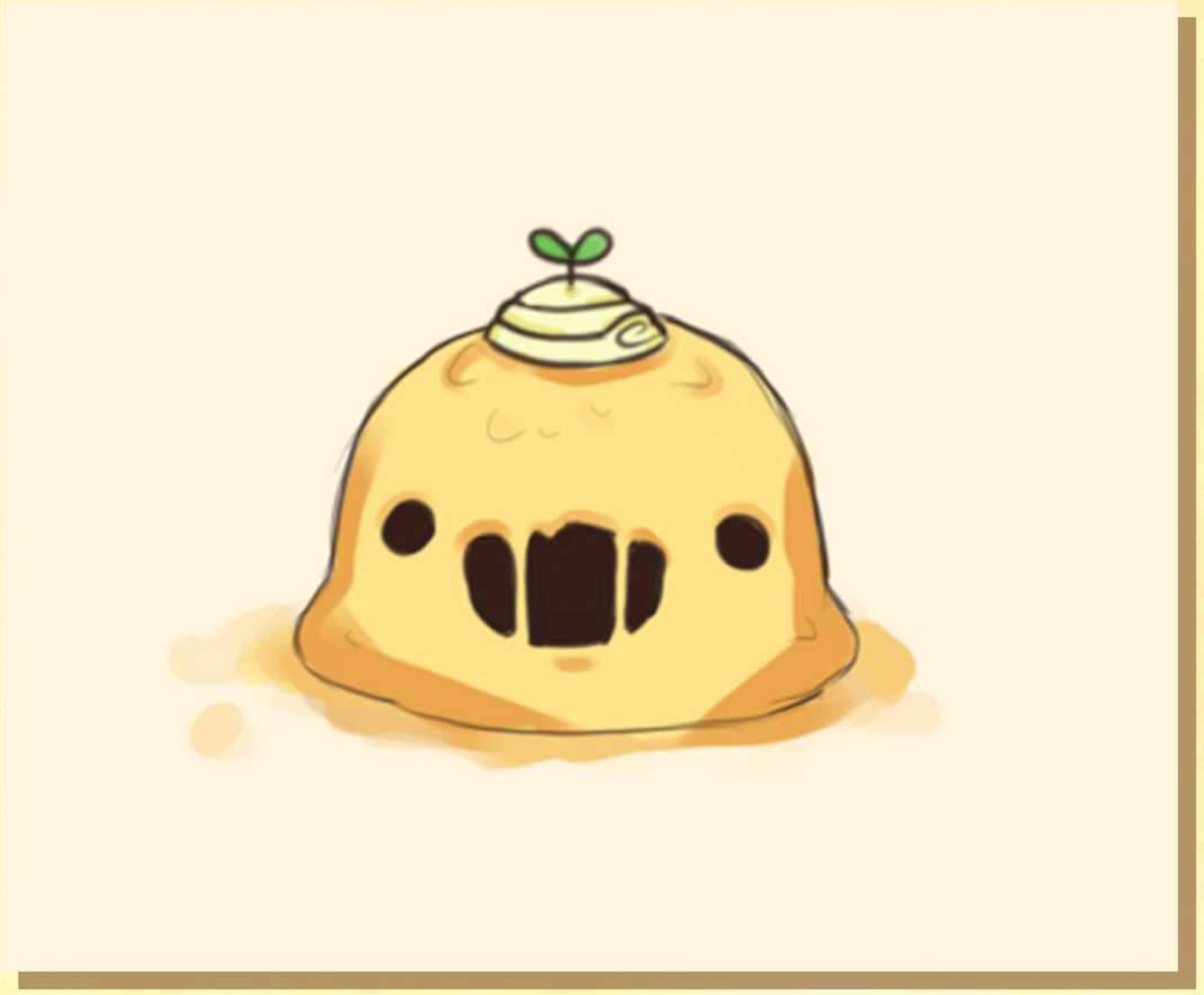
hapcrab.png - 2017
NoteBlock, MasterSwordRemix



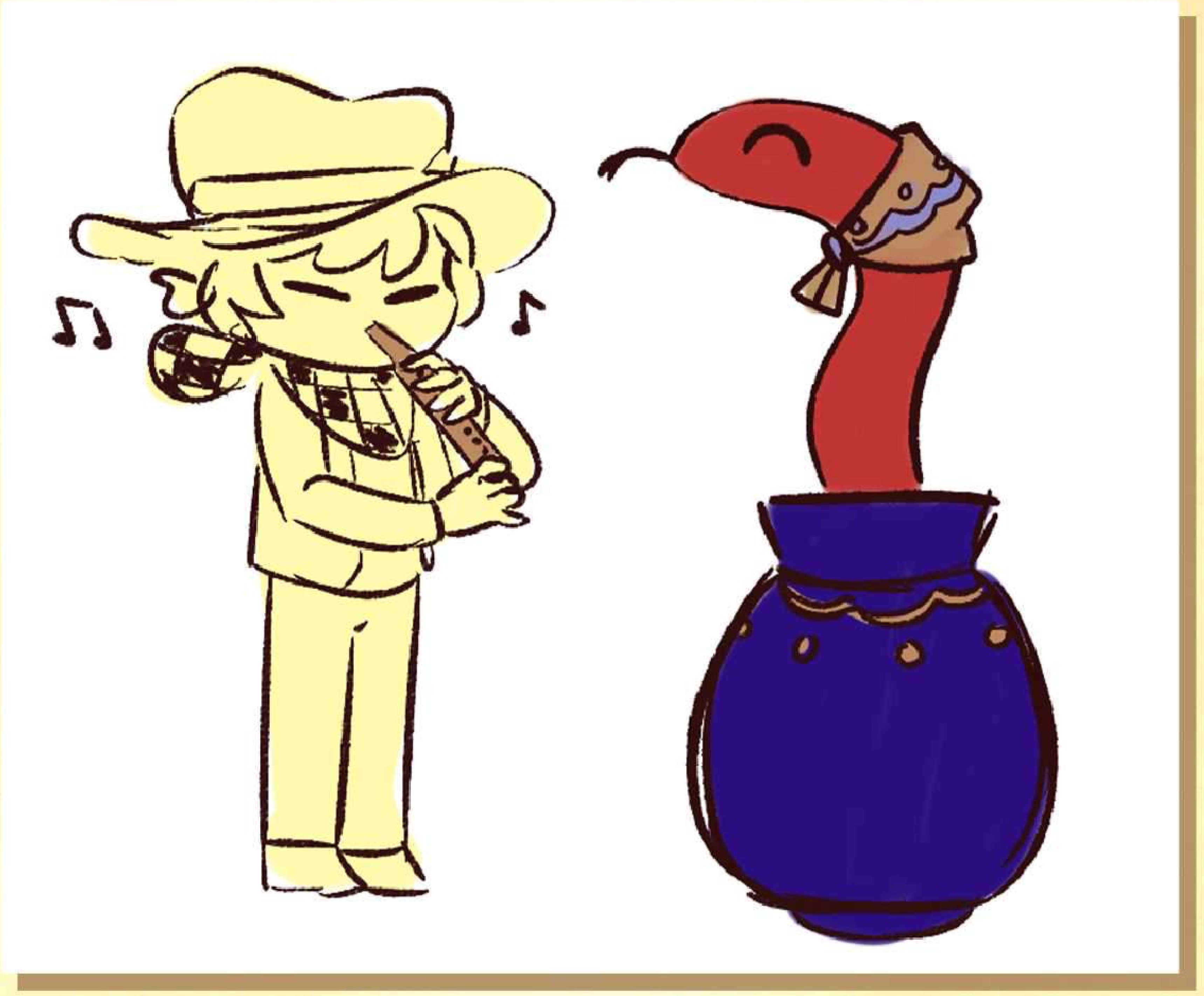
evil_icecream_enemy.png - 2017
Gaziter



coodles.png - 2016
Gaziter



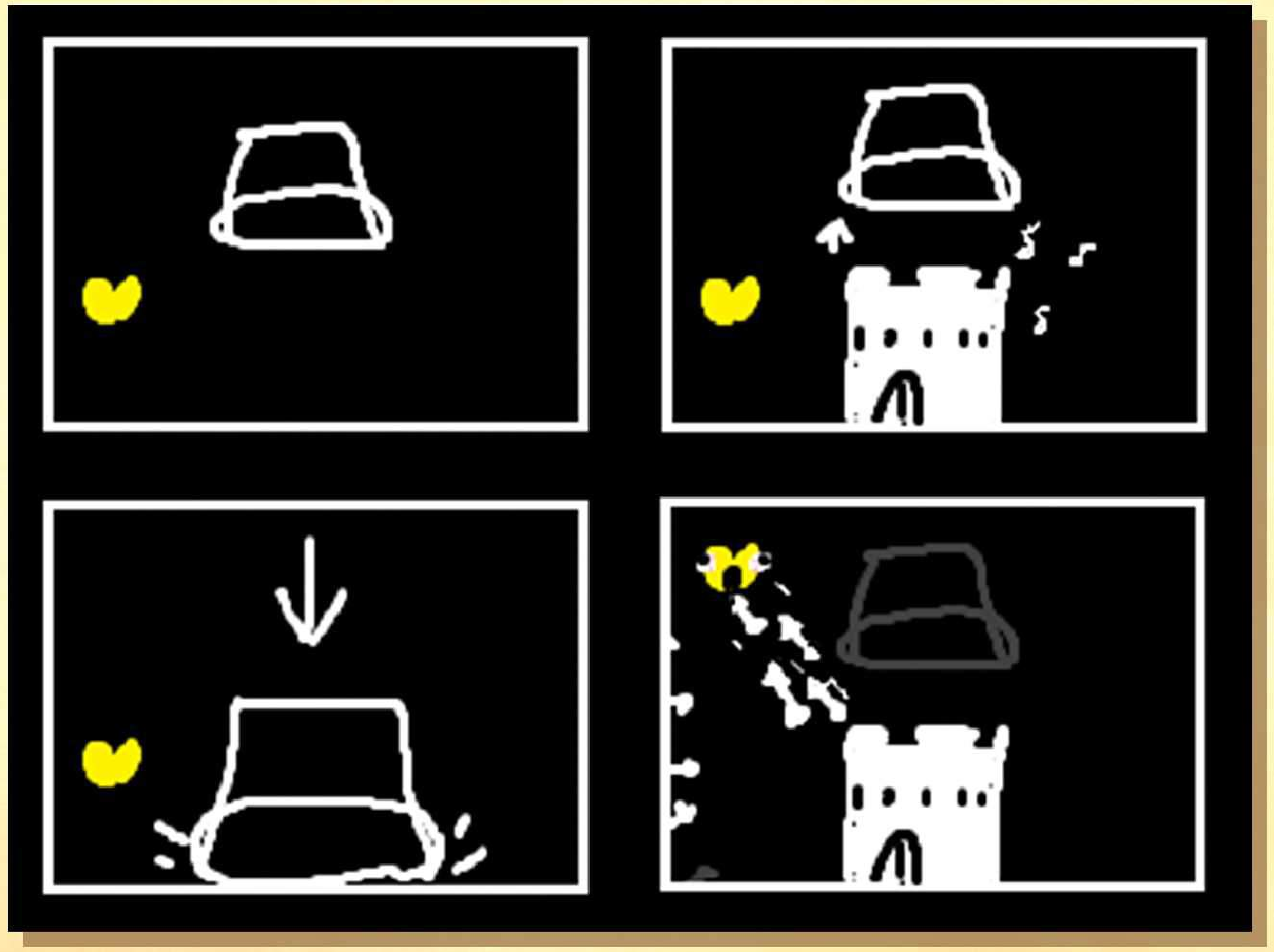
sand blob 1.png - 2018
Gaziter



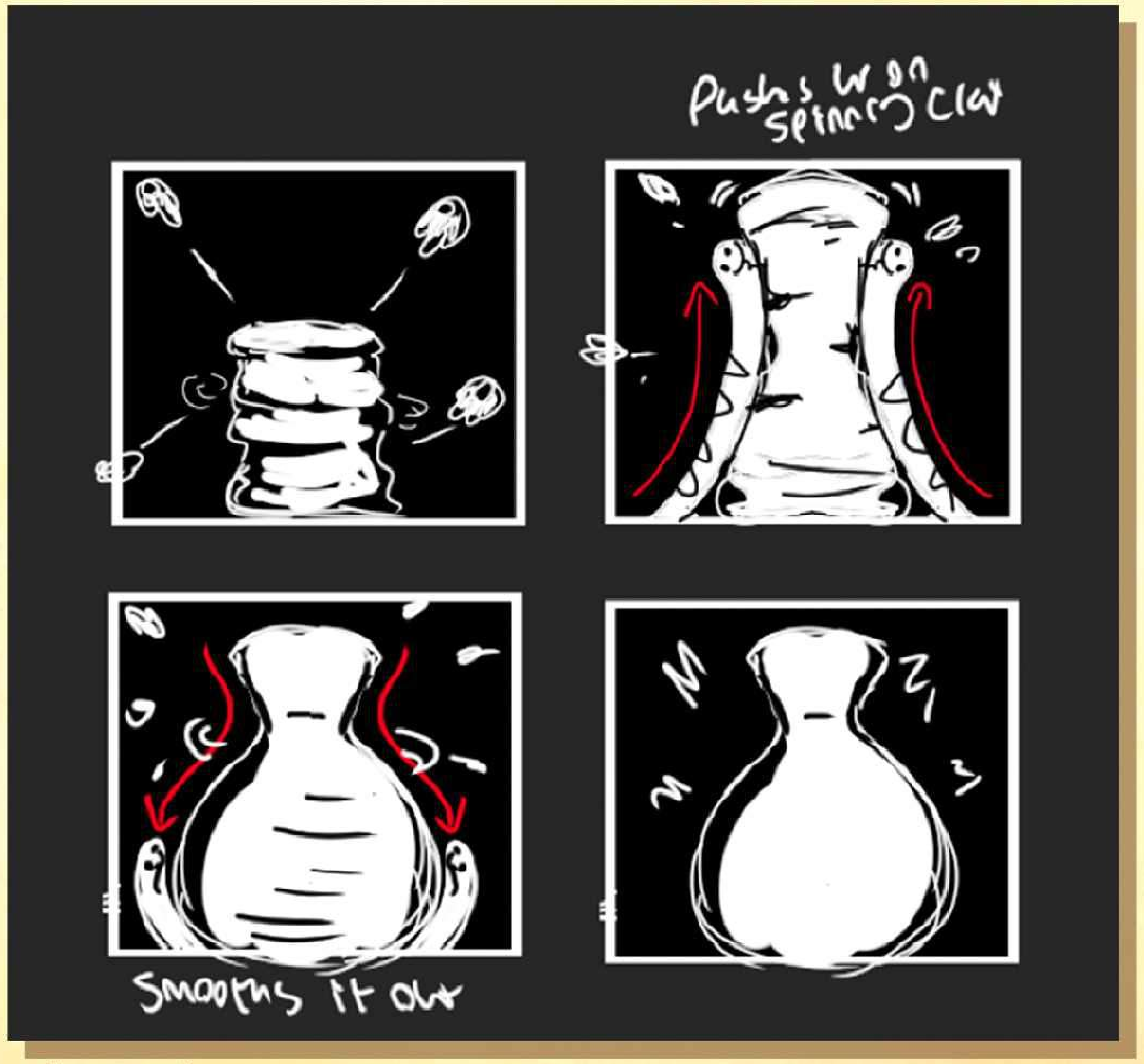
snek.png - 2018
TeleviQ

While we were thinking of fun things for the Dunes, I pitched this idea of a flute next to a jar and if you played it, a snake would come out and you could talk to it. Just a cute little segment like the umbrella in Undertale. I wasn't aware he became an enemy for a while, but I was very fond of his fight!

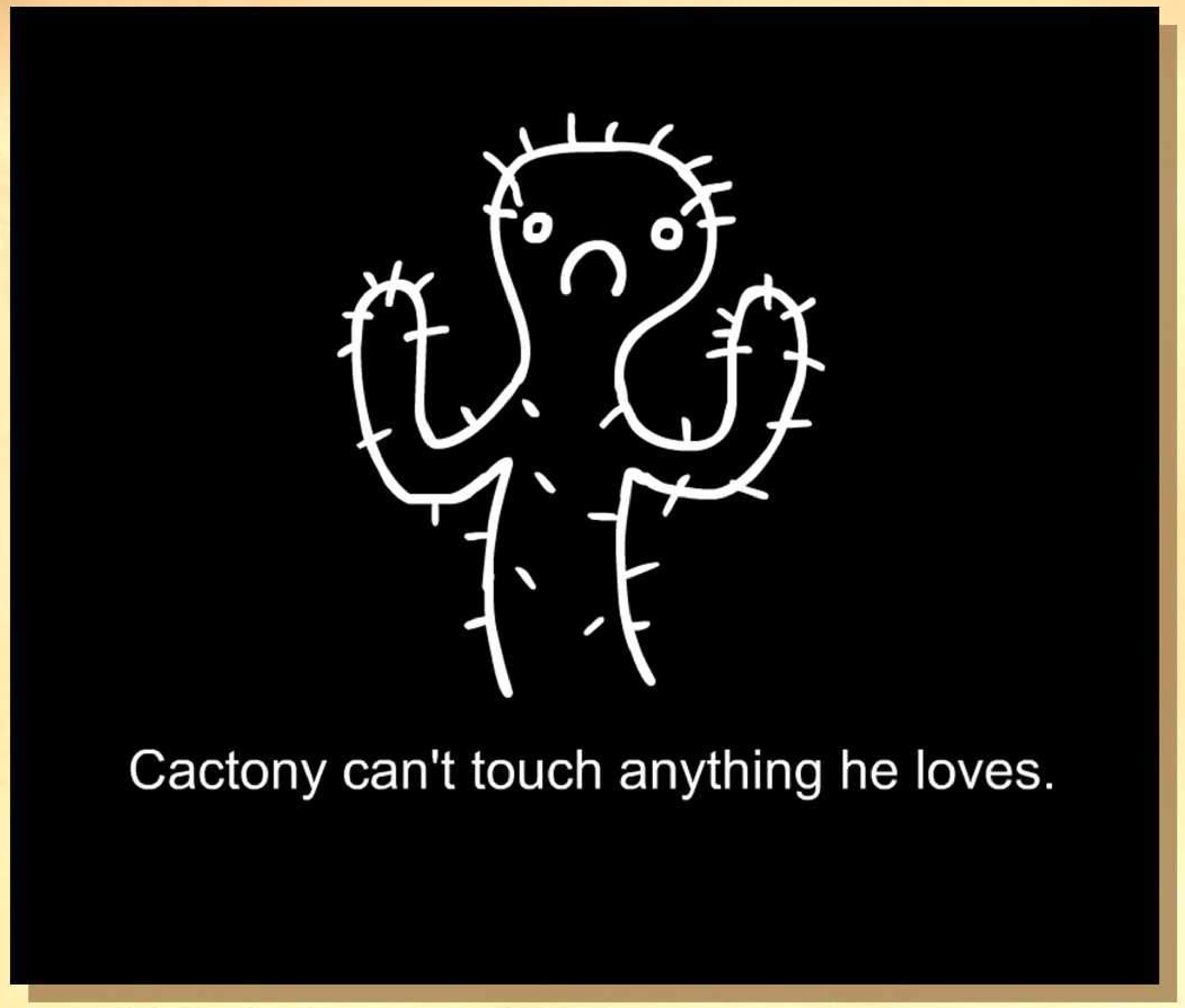
- TeleviQ



dunebud attack 2.png - 2019
GlitchedPie


Pushes up on spinning clay
Smooths it out

sir slither clay.png - 2022
AeroArtwork

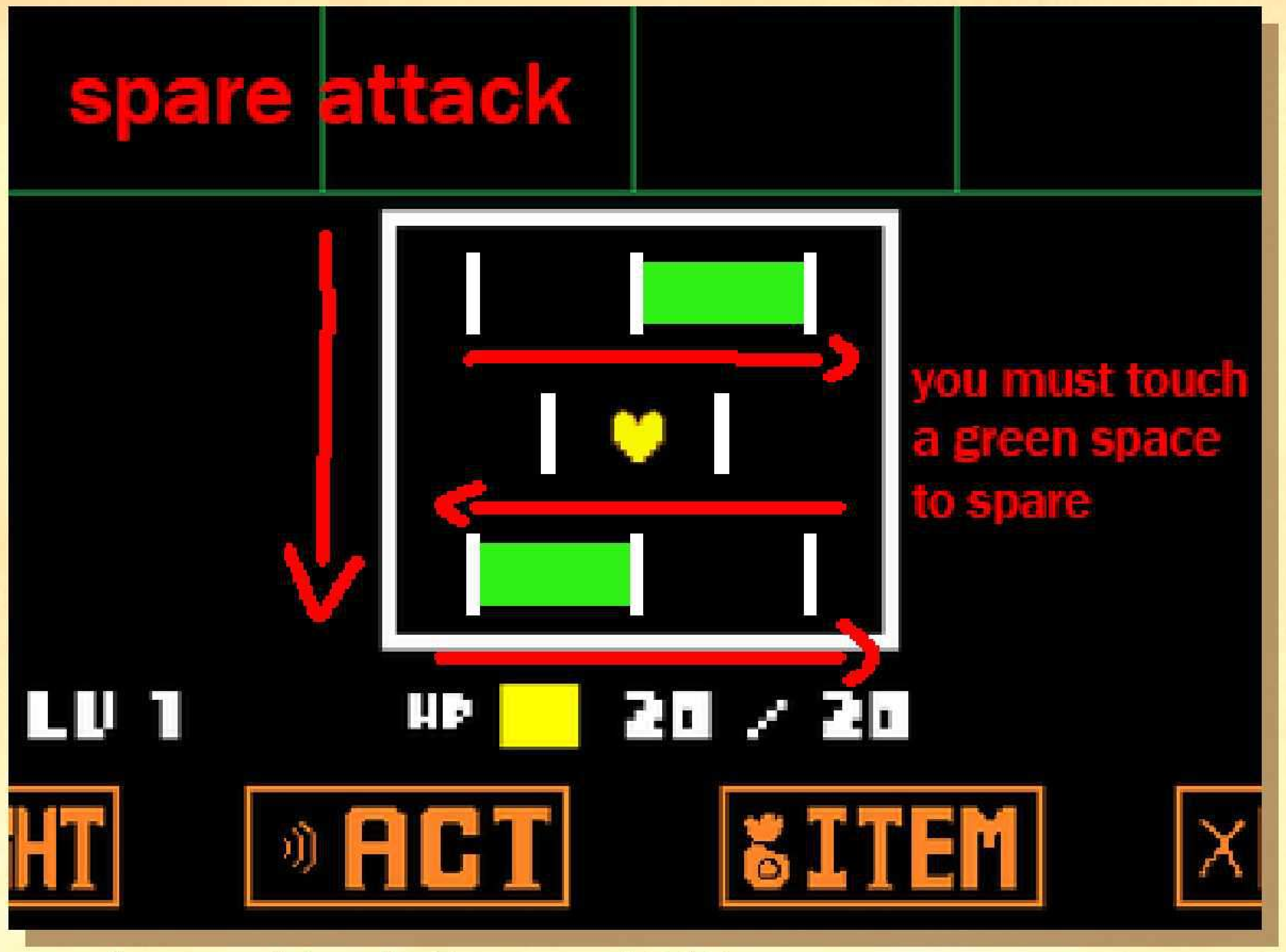


Cactony can't touch anything he loves.

sand blob 1.png - 2016
Grey Duovis

Cactony was actually one of the first enemies designed for the game (See ‘UI & Cutscenes’ for more info!)

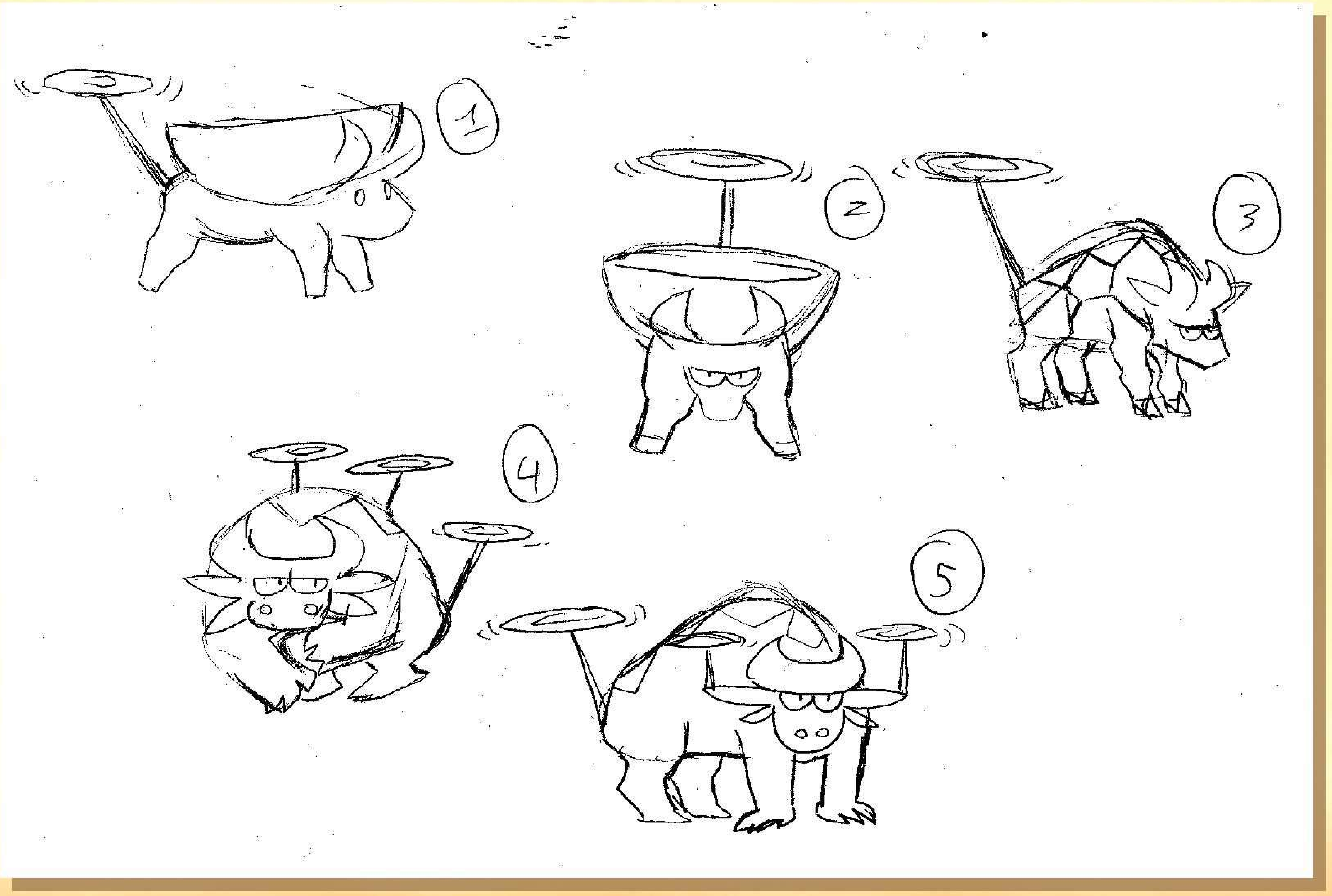
- Sword



spare attack

you must touch a green space to spare

cactony attack 3.png - 2019
MasterSwordRemix

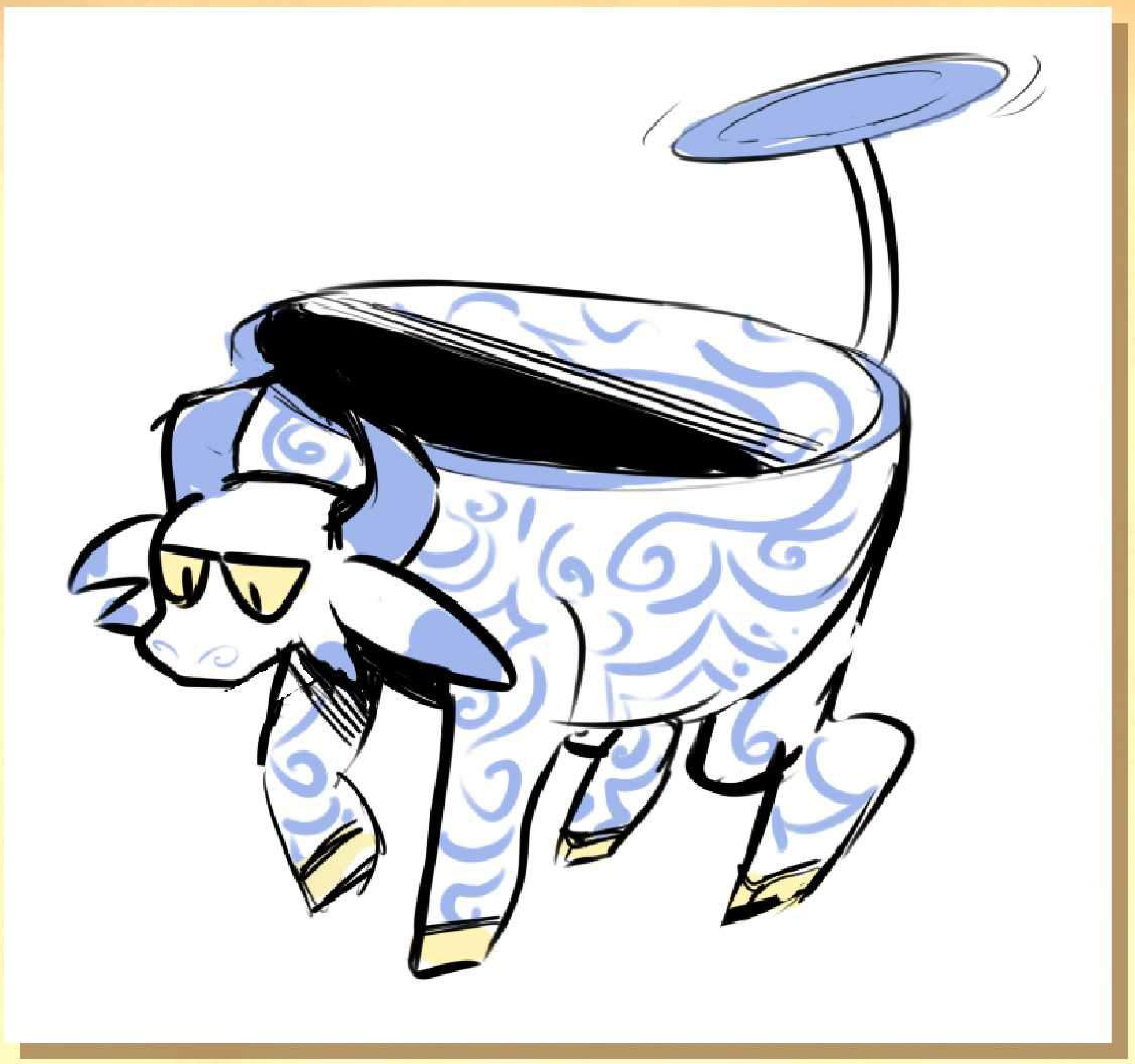


bull_concepts.png - 2019
NeroSensei

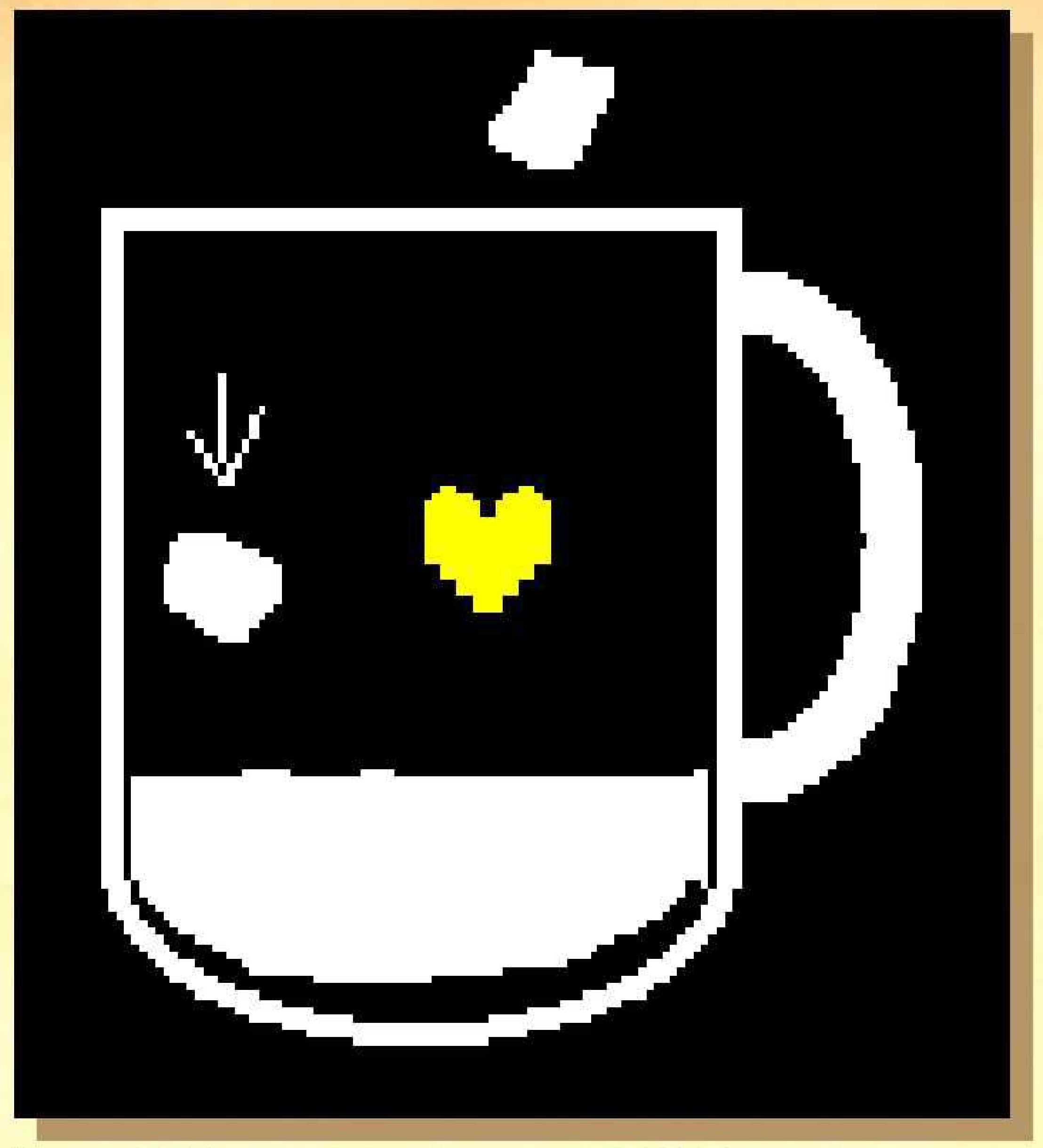
Well thought out puns are closely related to the essence of Undertale.

I was happy to help contribute to the tradition

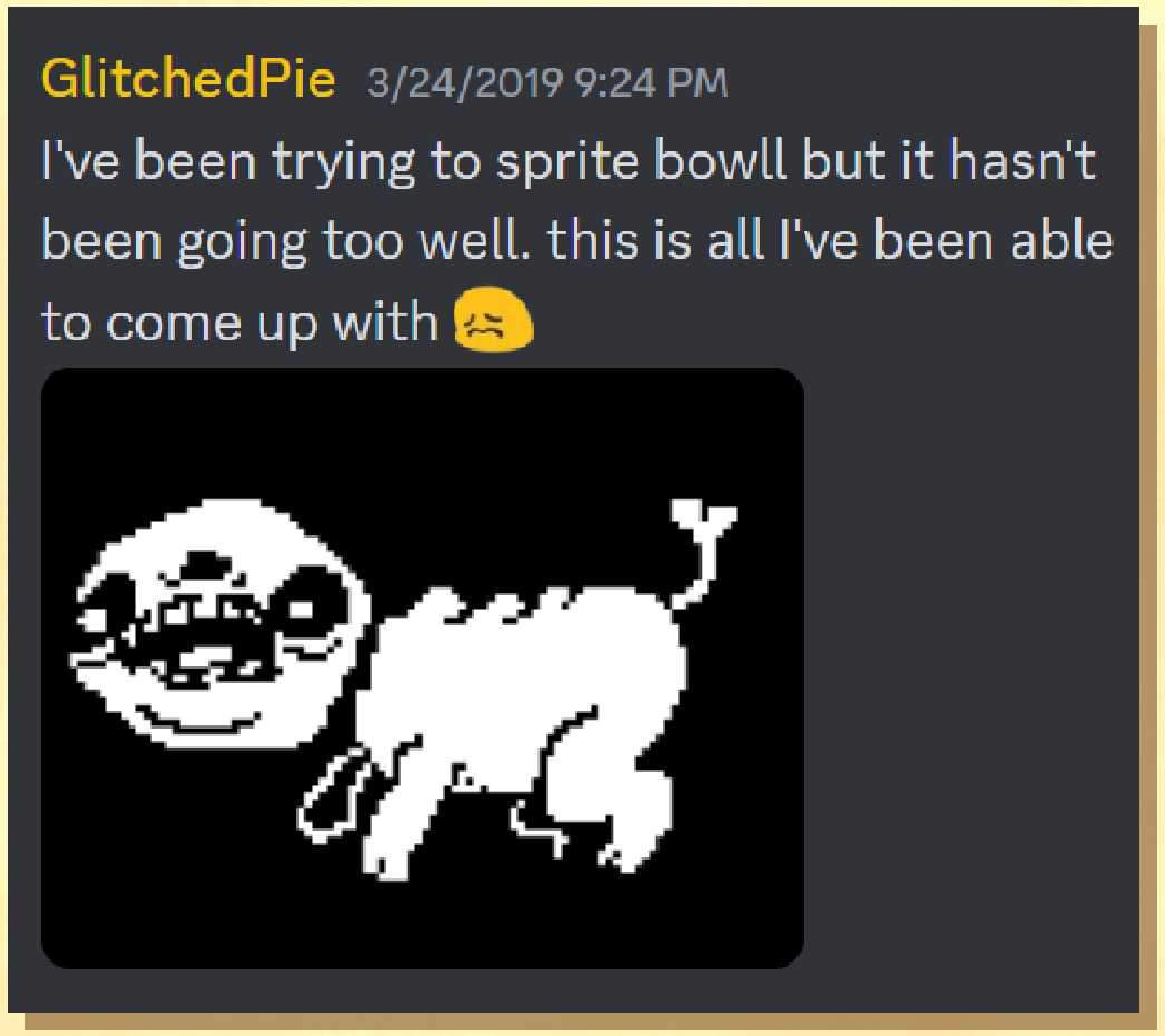
- Nero



chinabull.png - 2019
NeroSensei

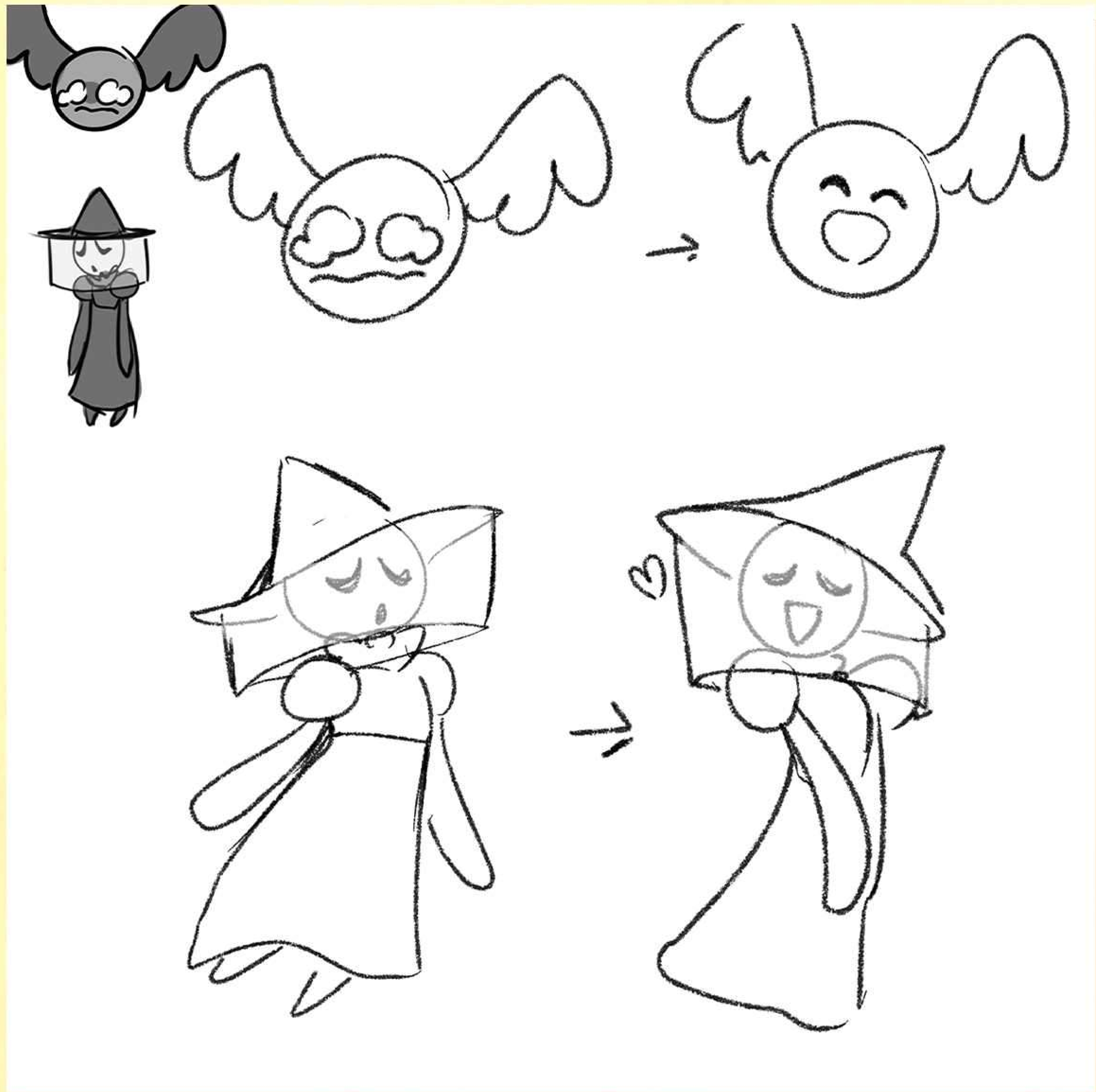


bowll mug.png - 2019
GlitchedPie

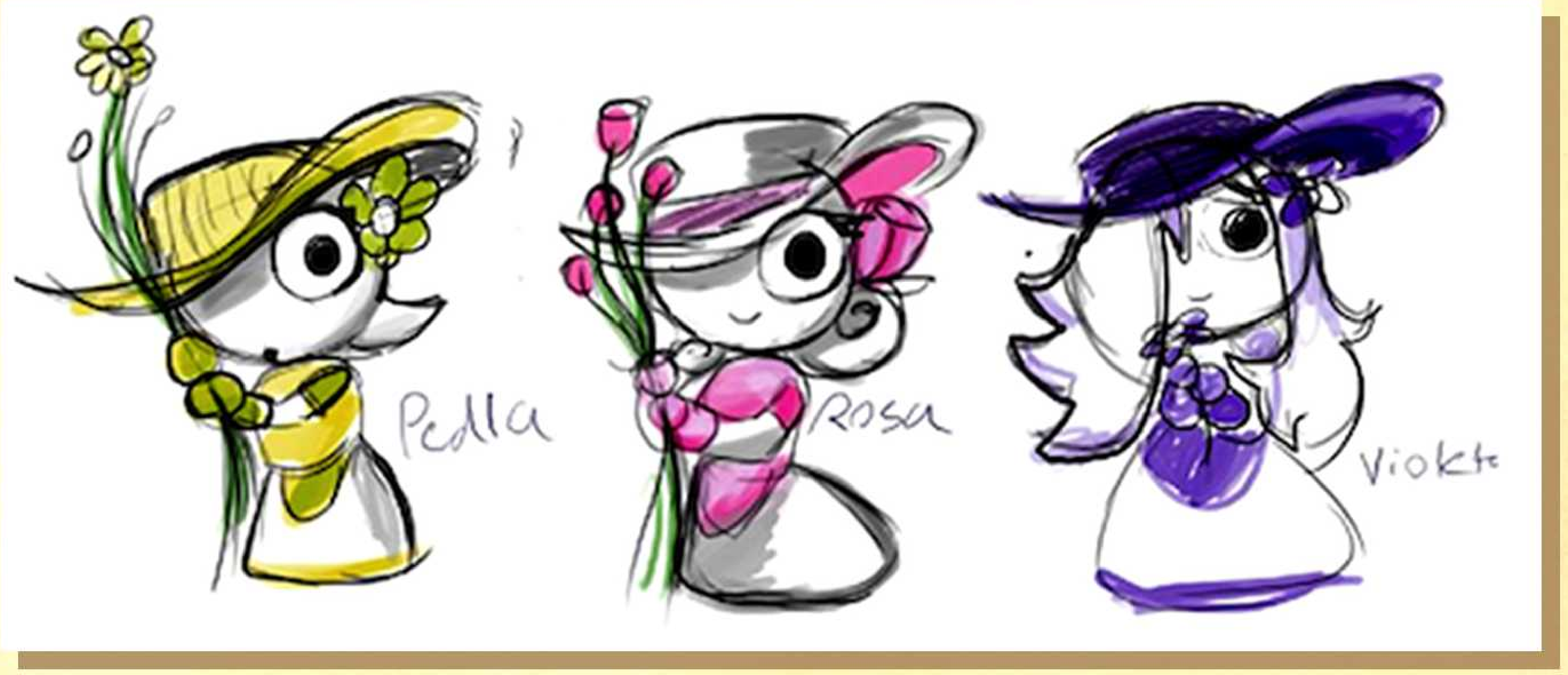


GlitchedPie 3/24/2019 9:24 PM
I've been trying to sprite bowll but it hasn't been going too well. this is all I've been able to come up with 😖

trouble.png - 2019
GlitchedPie

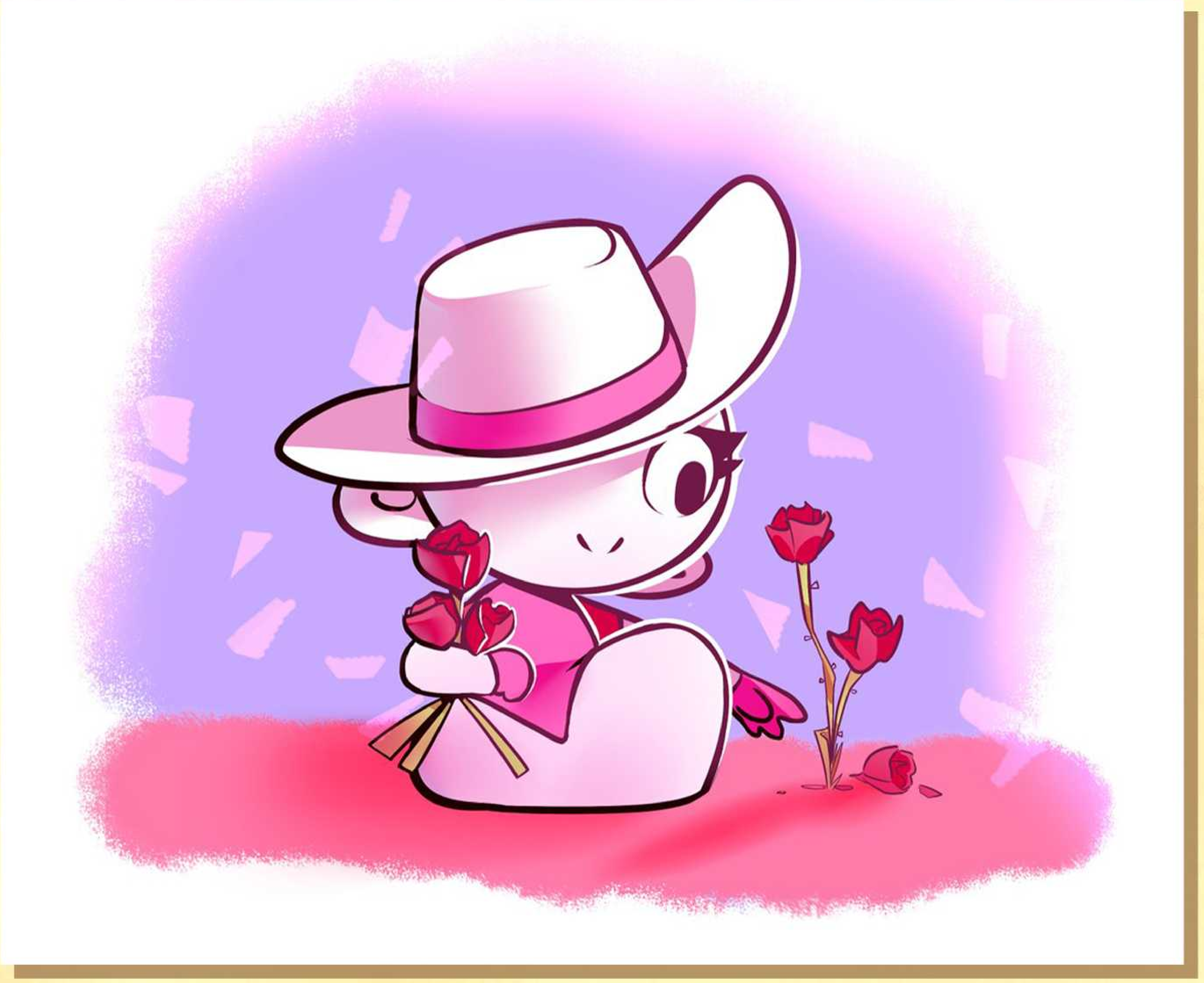


mewmew_enemies.png - 2018
Figburn

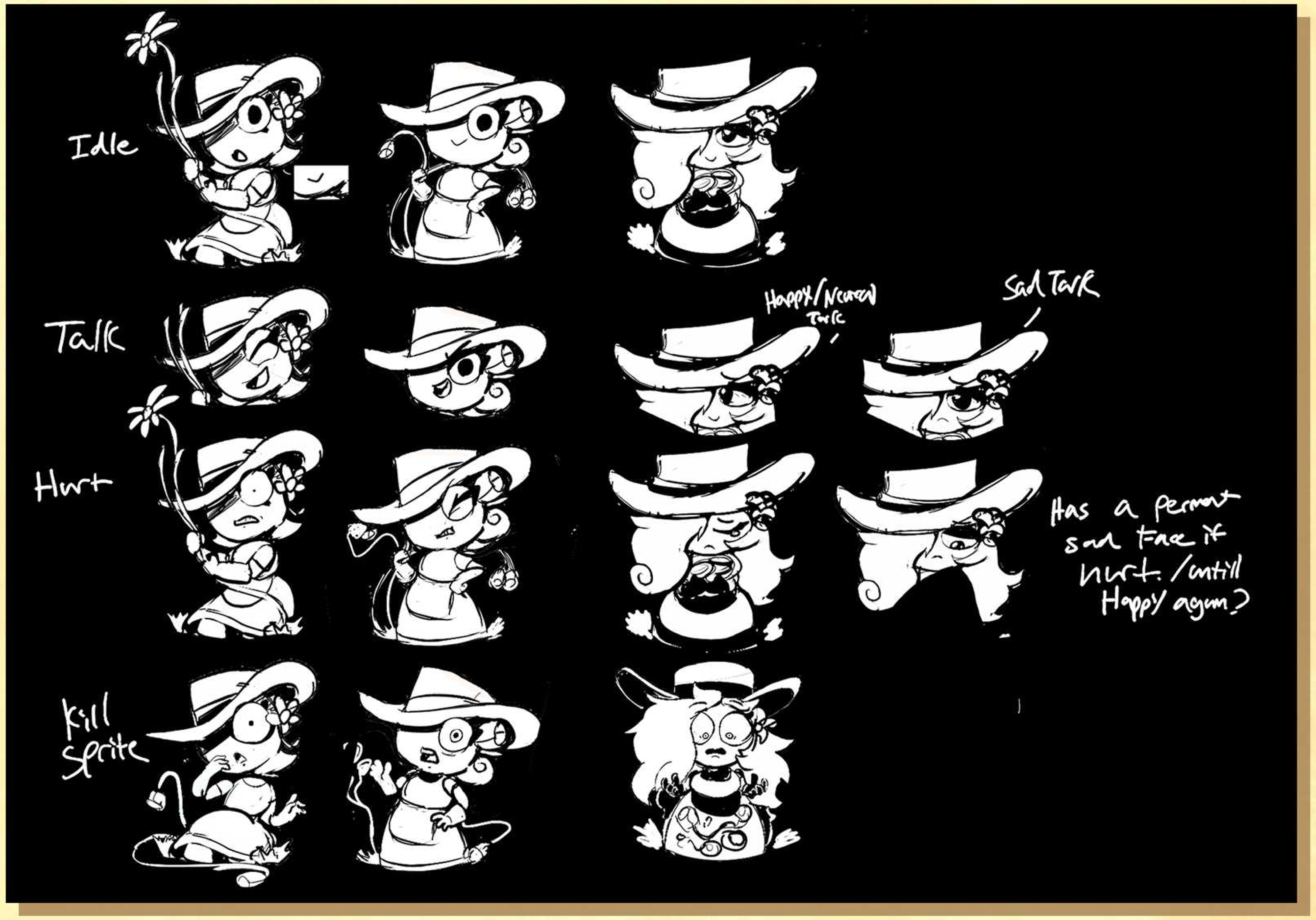

Pedla
Rosa
Violete

flowergirls.png - 2017
AeroArtwork
In 2017, the UTY team of the time held a monster designing contest, and I was already kind of ingrained into the UTY community at that point. So instead of paying attention in my college classes, I designed these awesome girls and won the contest!

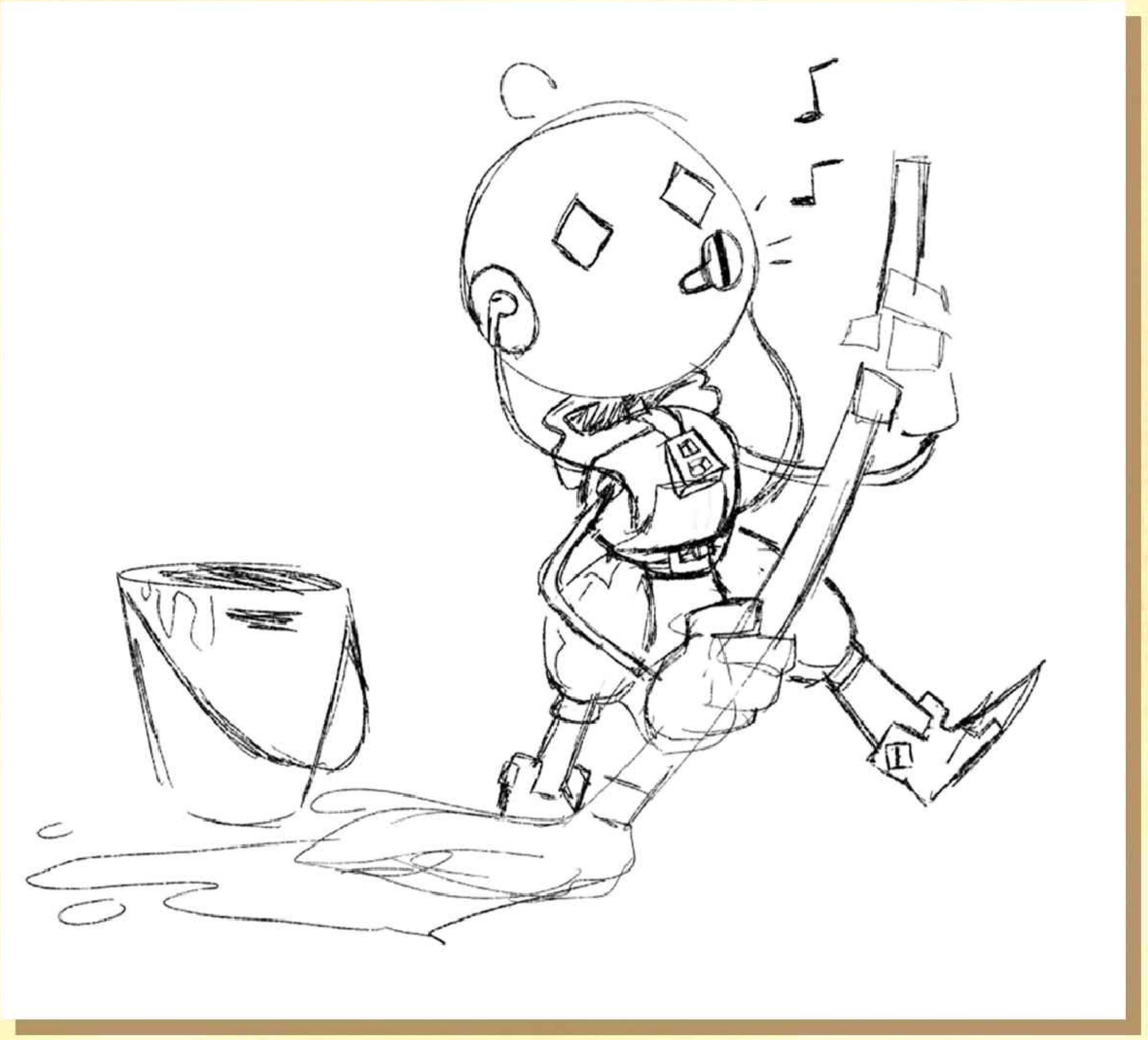
I ended up becoming friends with the whole team, and then years later joined it... What a crazy ride too see myself and these girls come so far.
- Aero



flower girl.png - 2018
Figburn

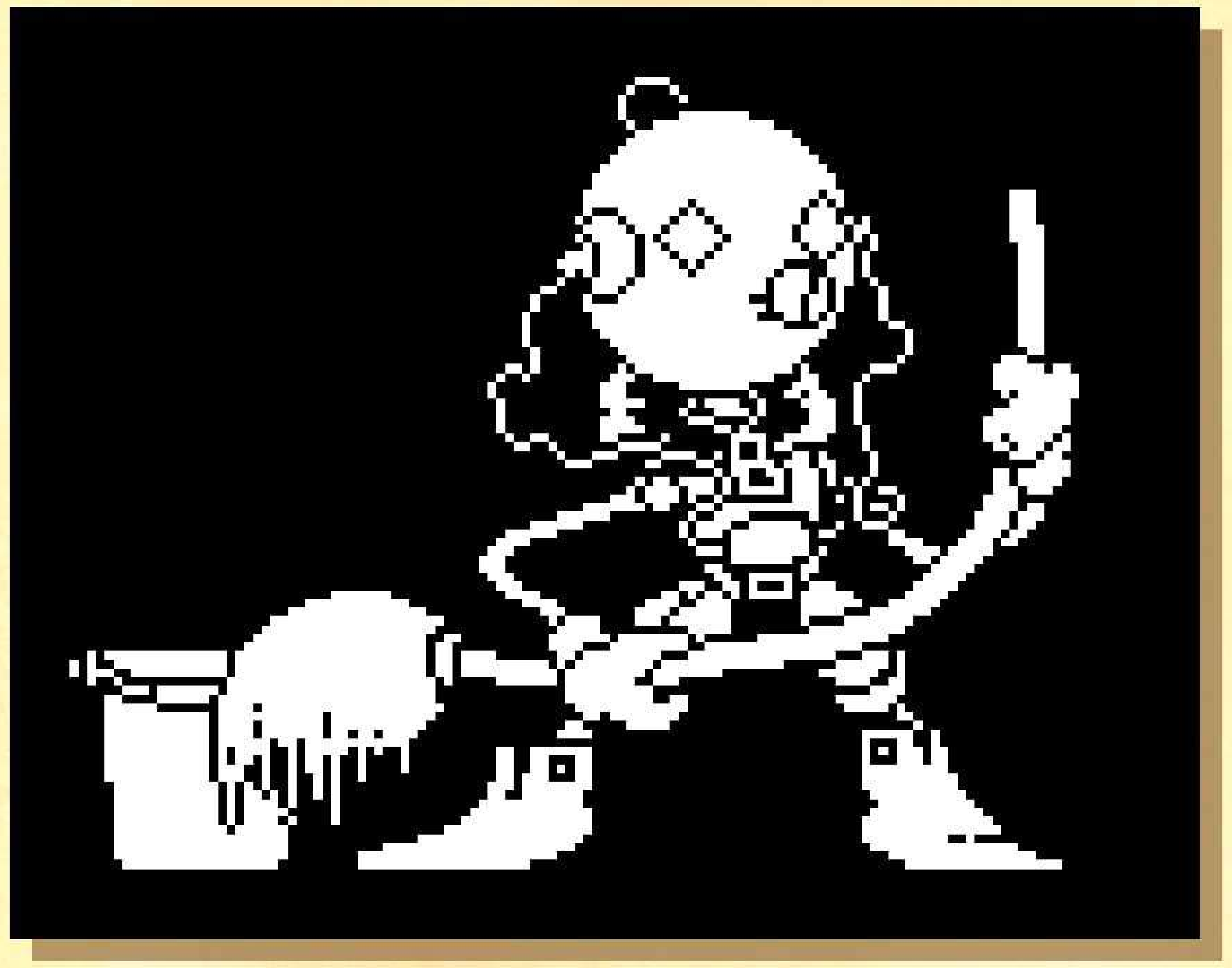

Idle
Talk
Happy/Neutral Talk
Sad Talk
Hurt
Has a permanent sad face if hurt. /untill Happy again?
Kill sprite

floral sisters sprite ideas.png - 2019
AeroArtwork

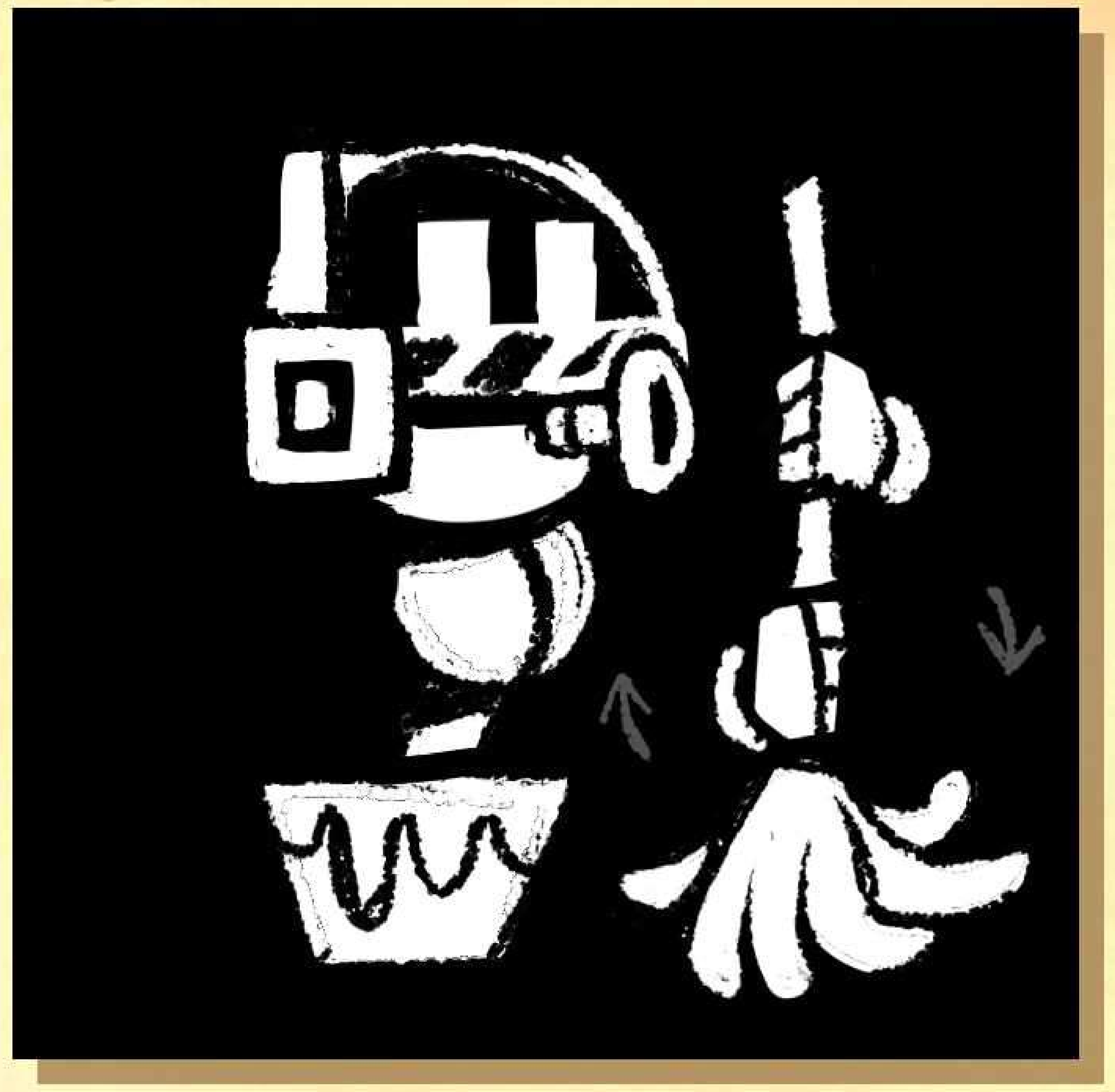


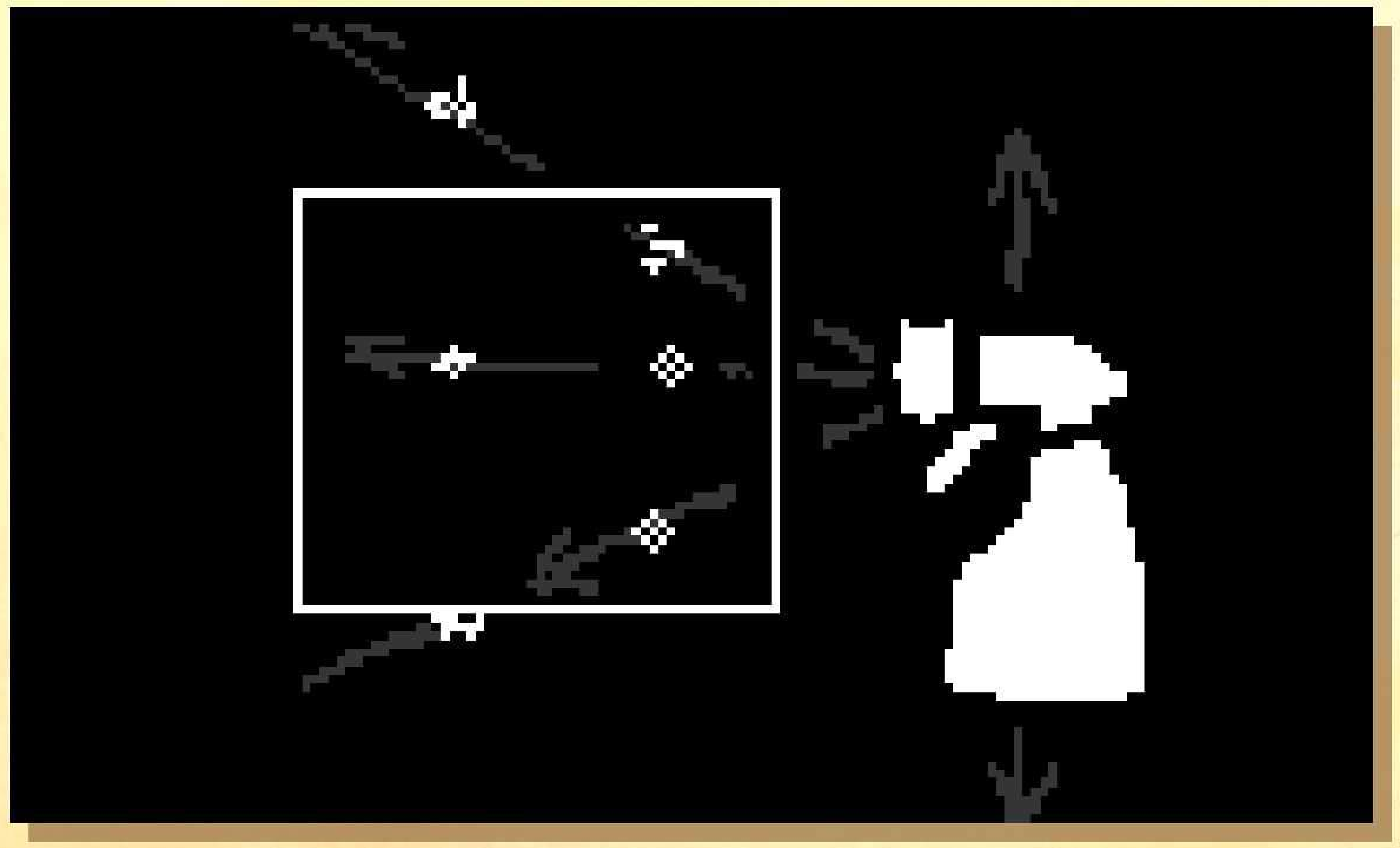
cleaner bot.png - 2020
Figburn

bot sprite.png - 2020
DeadKat

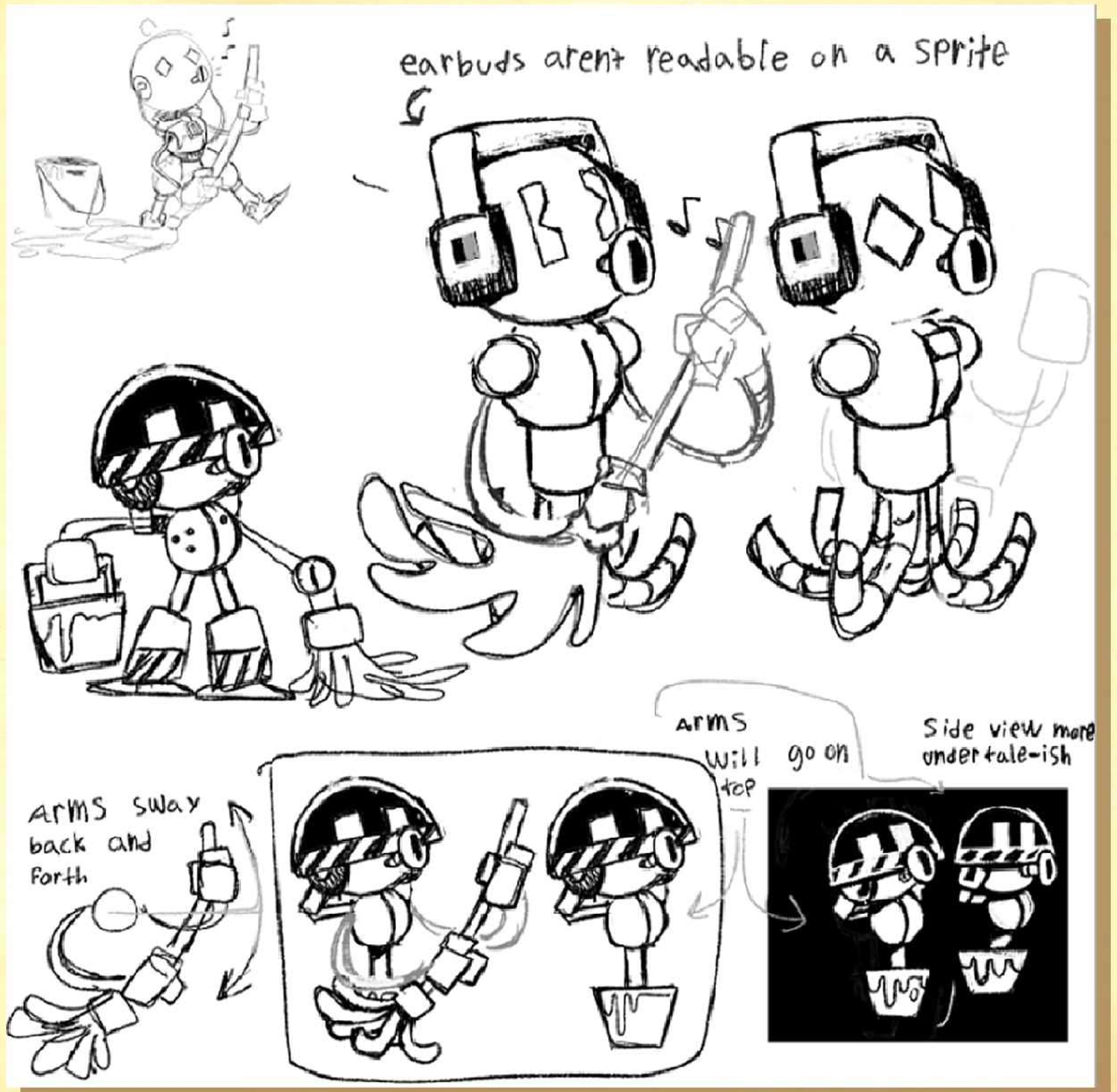


new_jandroid.png - 2021
Figburn

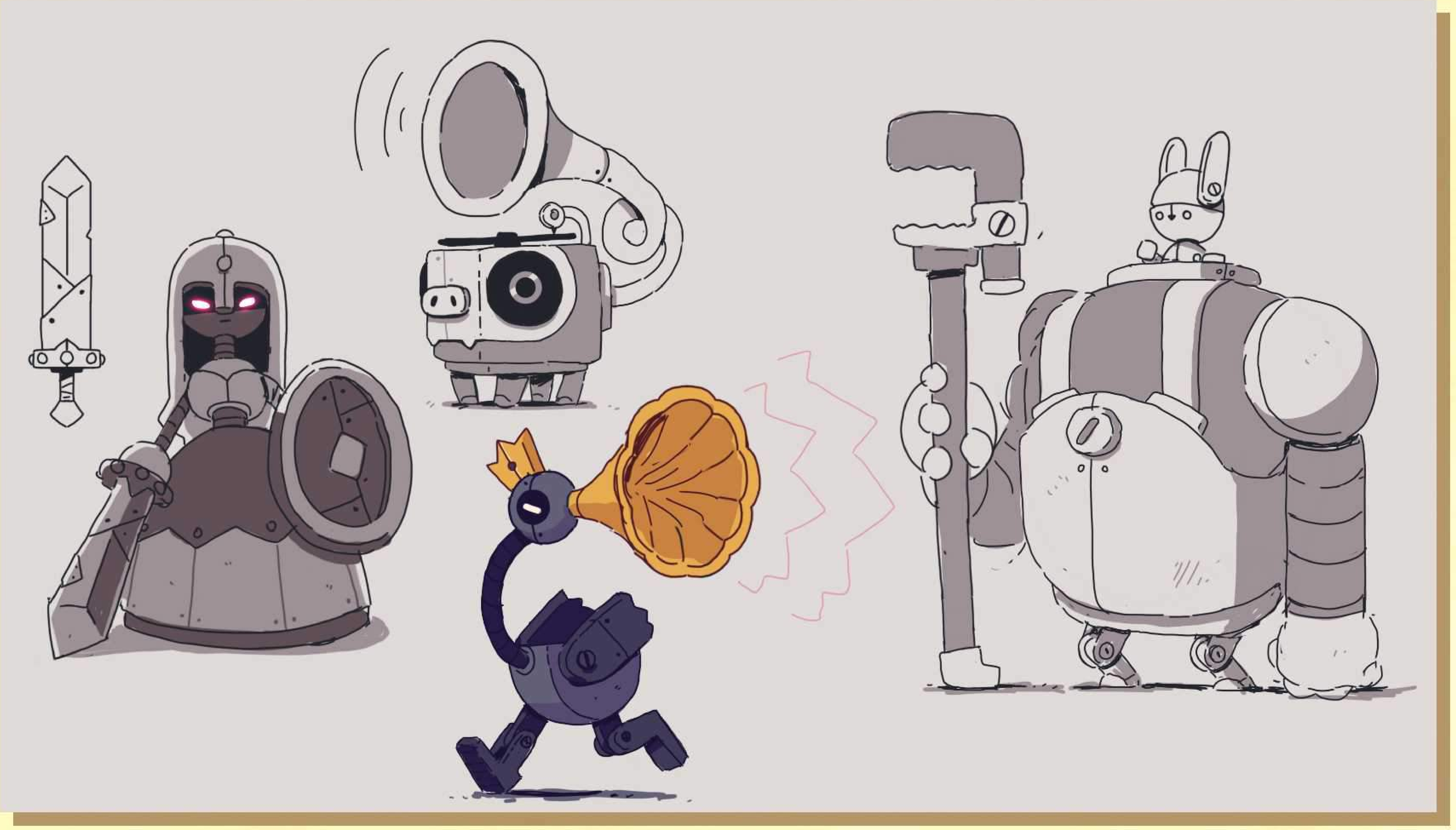




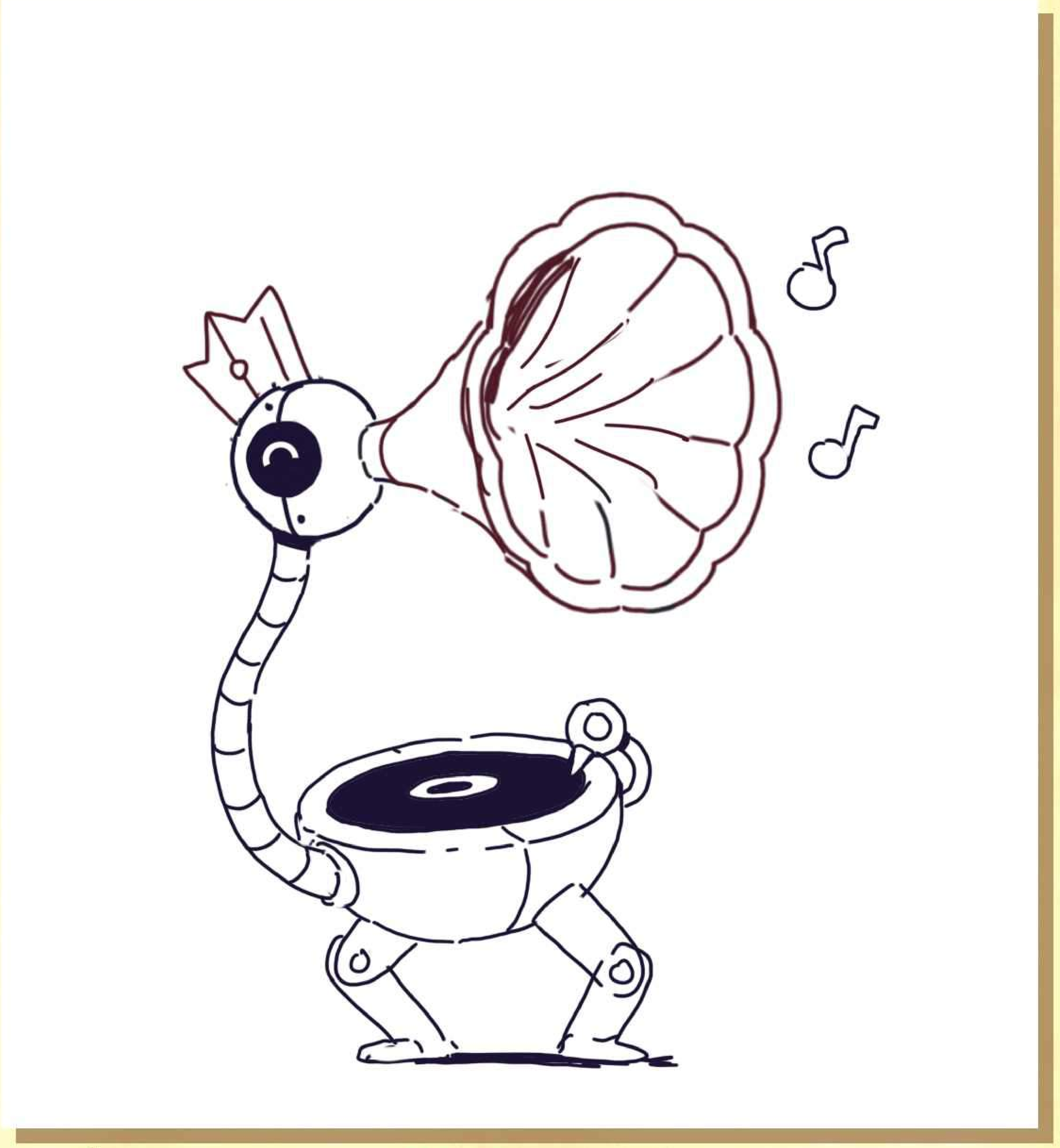
spray bottle.png - 2021
Figburn


earbuds aren't readable on a sprite
arms sway back and forth
arms will go on top
side view more undertale-ish

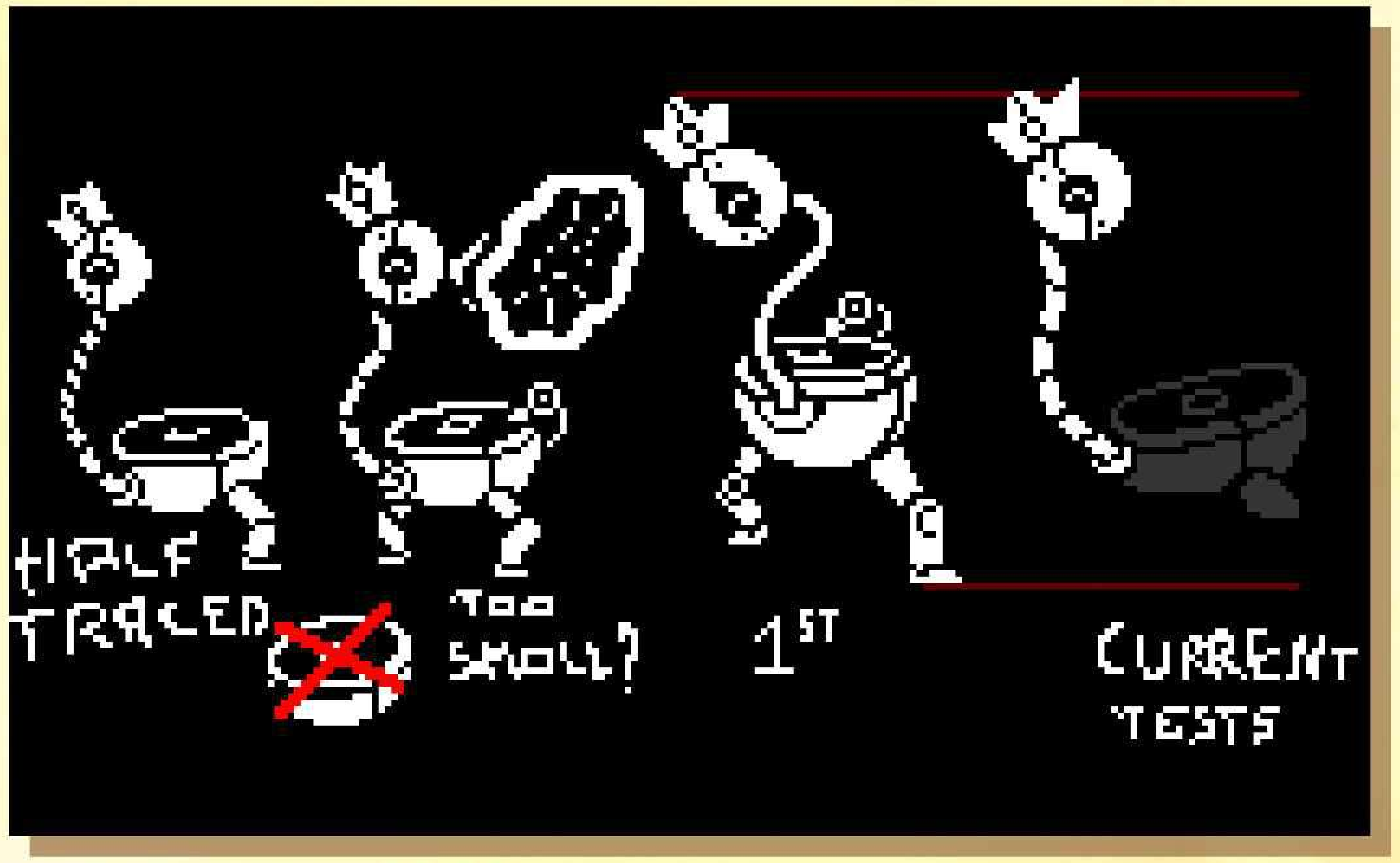
jandroid.png - 2021
Figburn



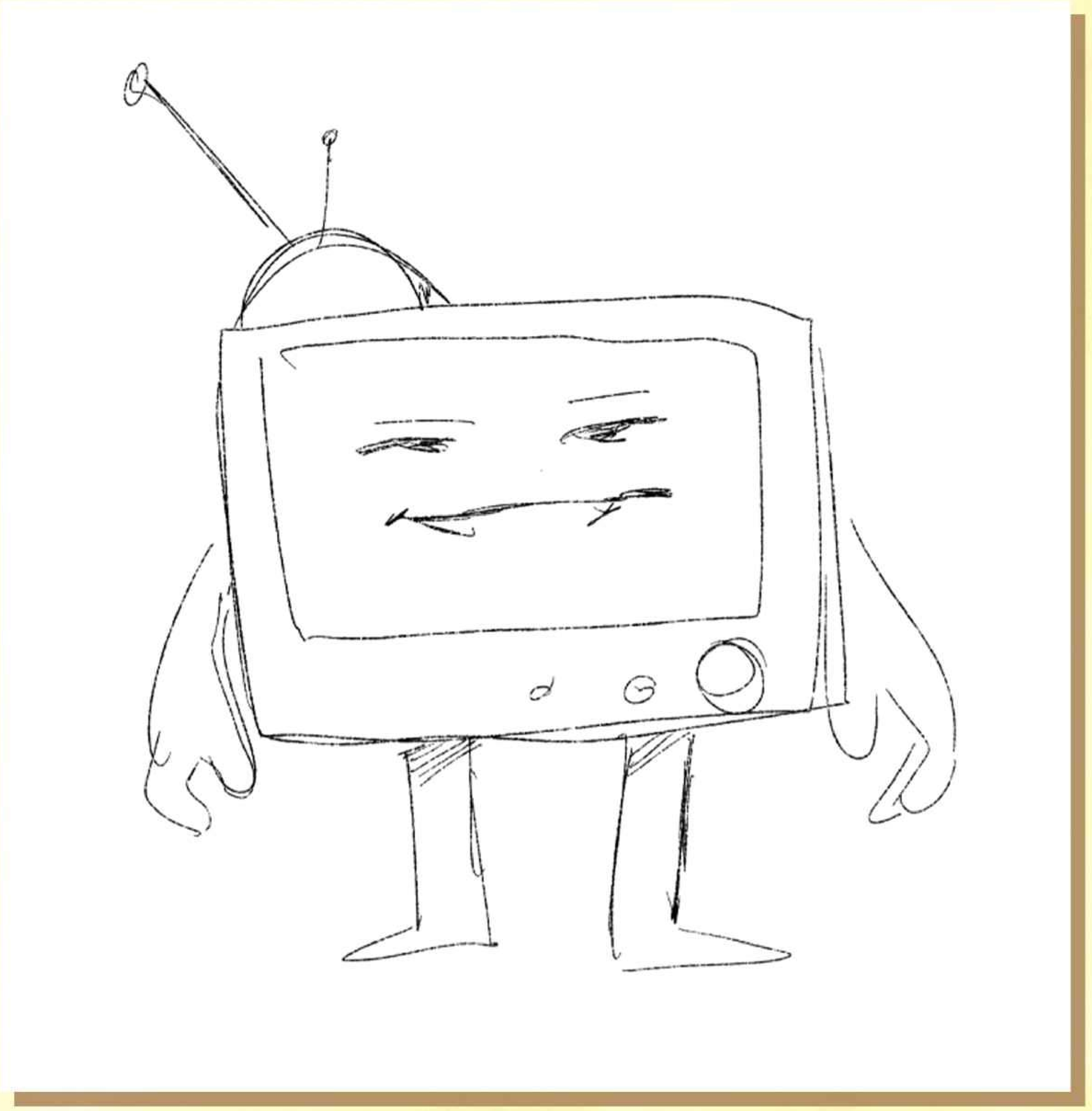
steamworks_enemies.png - 2020
Gaziter



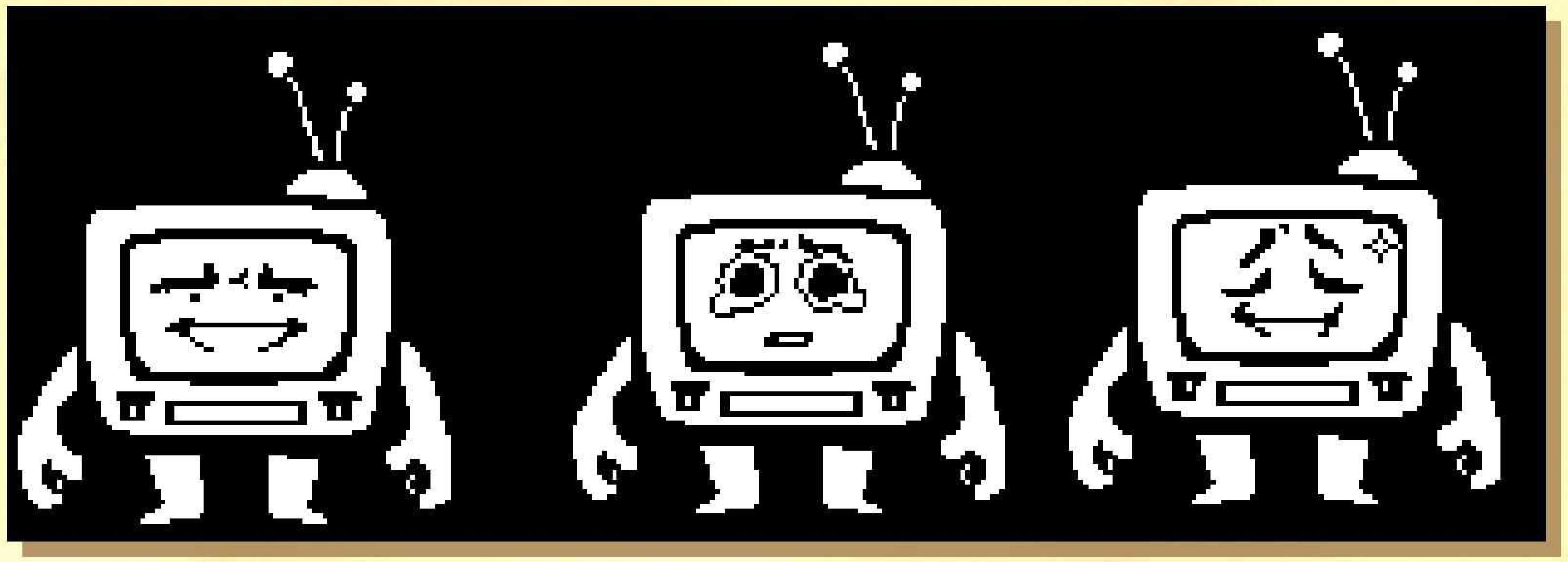
Musicgoose.png - 2020
Gaziter


HALF TRACED
TOO SMOLL?
1ST
CURRENT TESTS

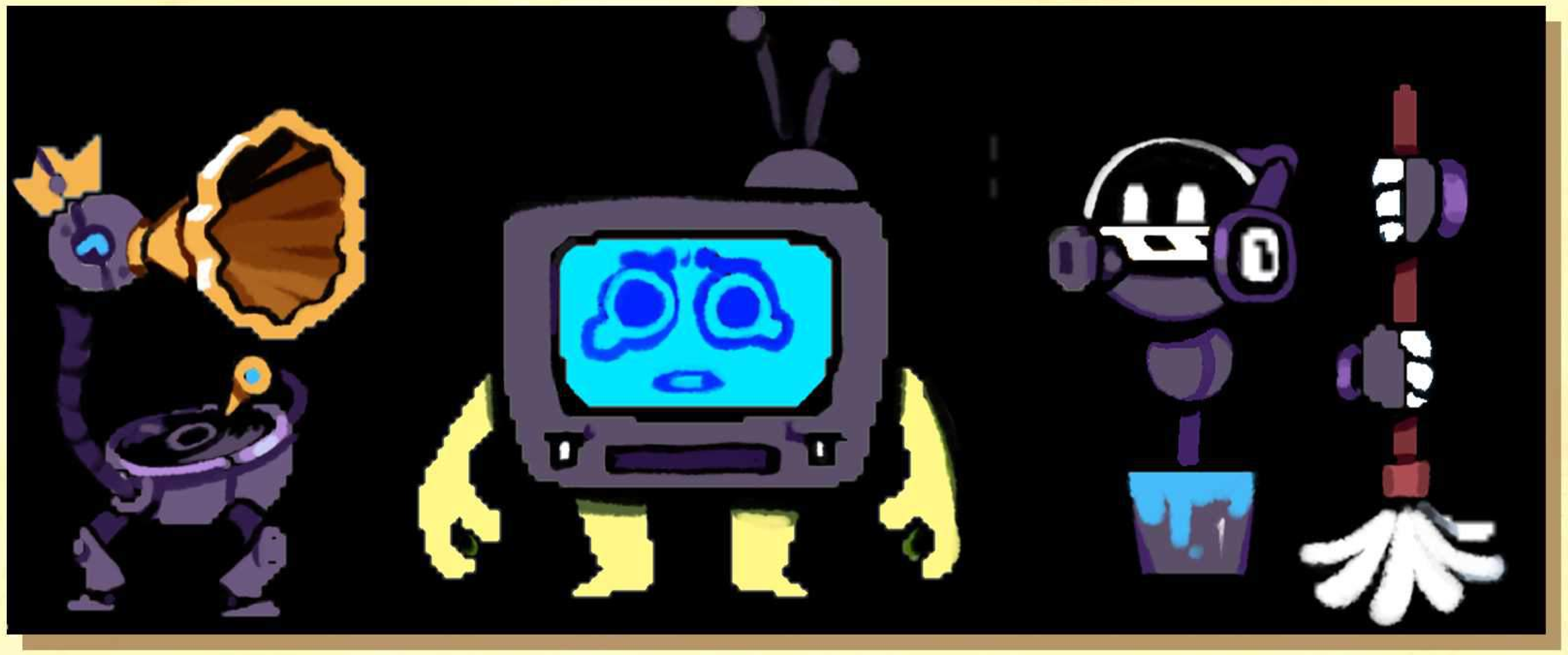
geese.png - 2021
DeadKat



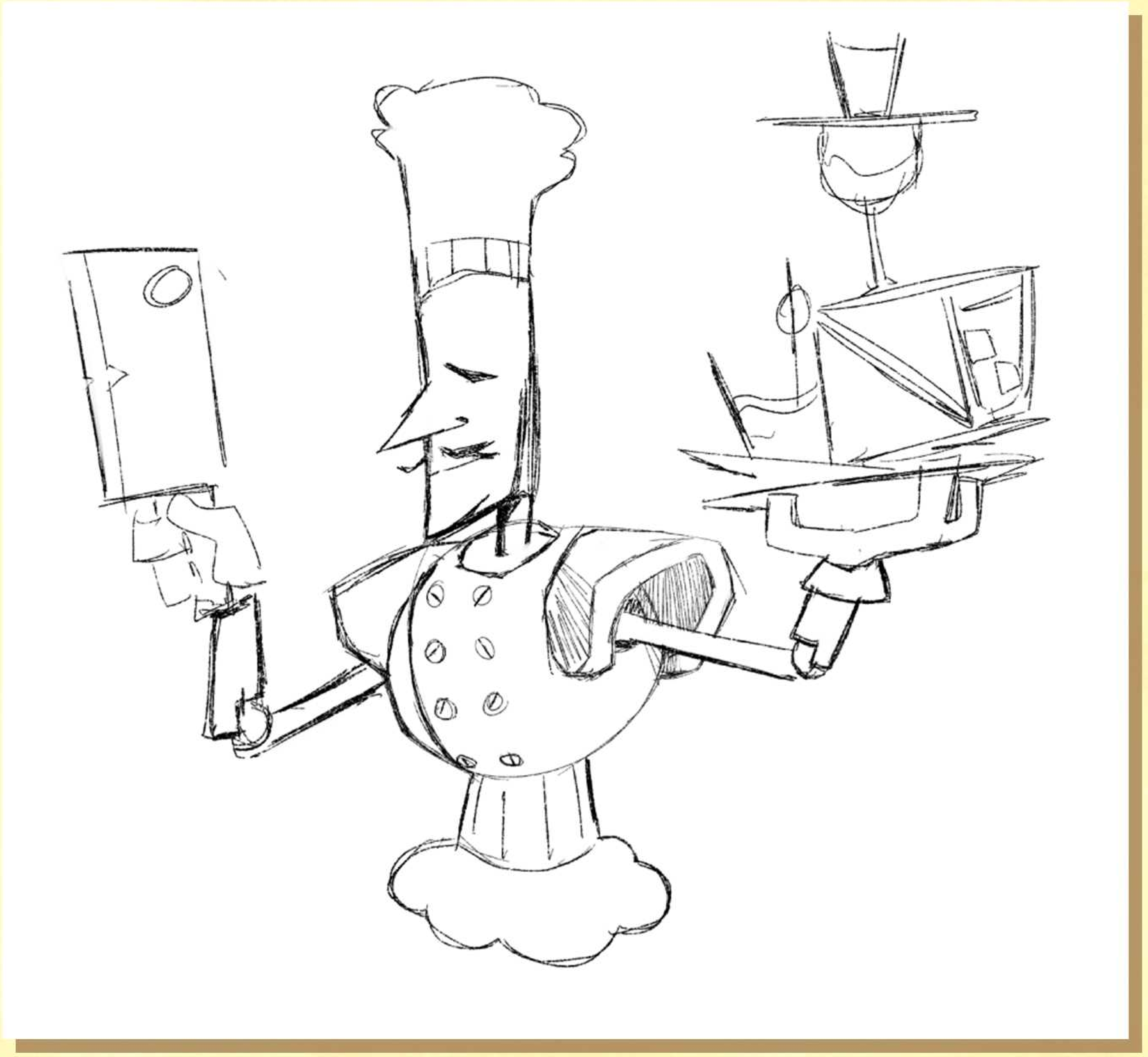
TV_guy.png - 2020
Figburn
I don't really know what inspired this one.
- Fig



telly_faces.png - 2021
Figburn

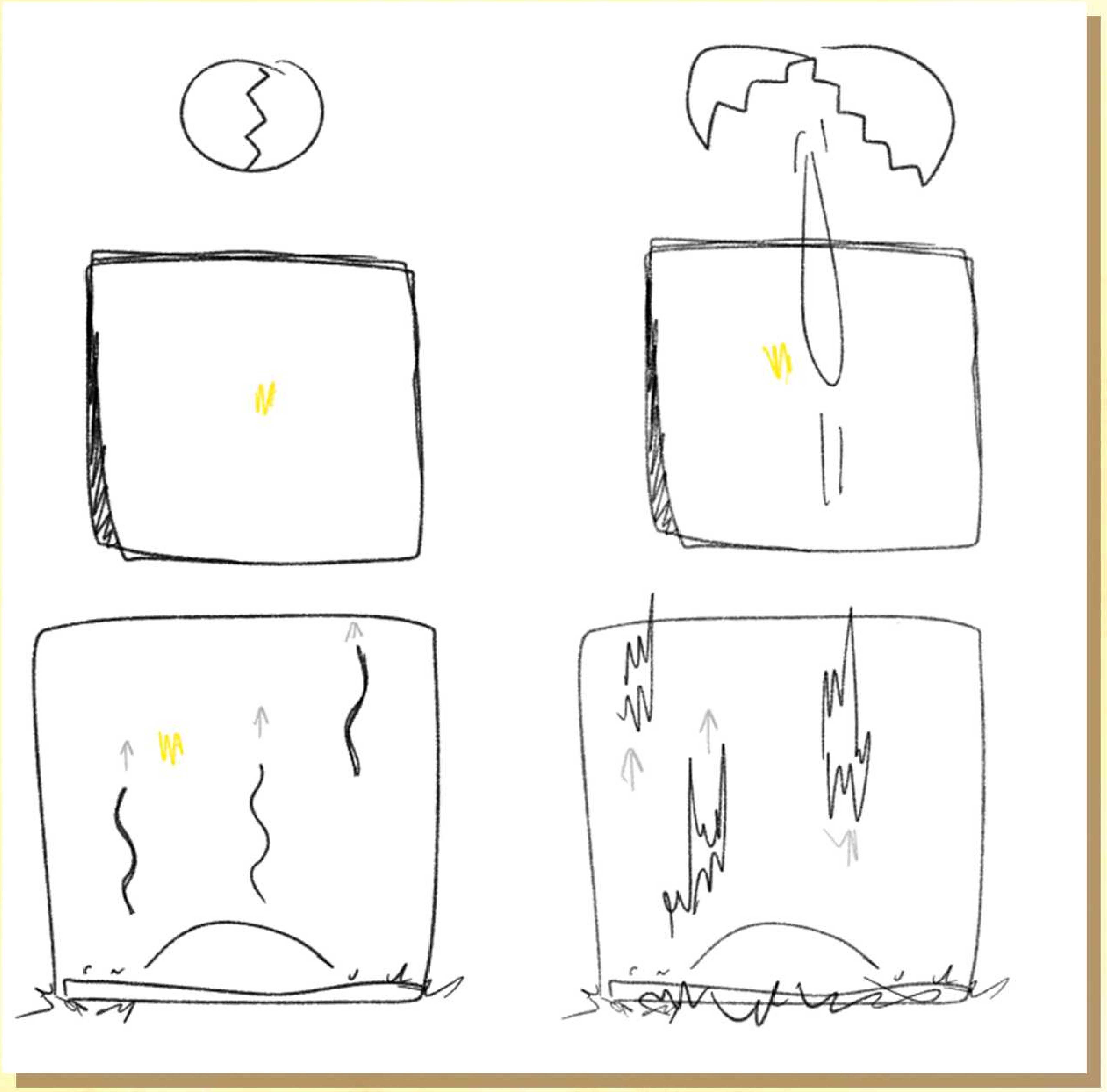


robo_colors.png - 2022
Figburn



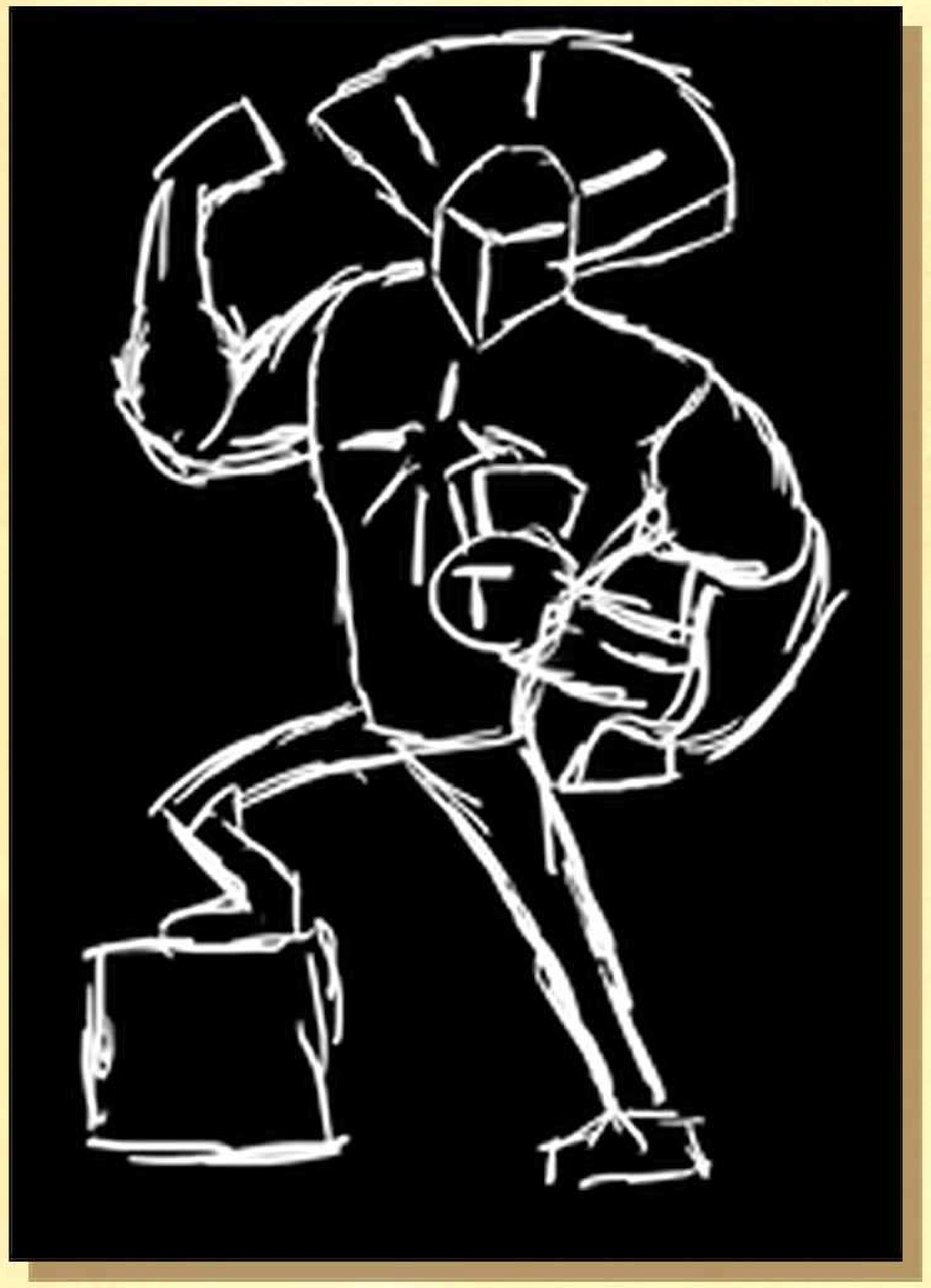
my nama chef.png - 2020
Figburn
It was fun to create a special enemy who wasn't quite a miniboss but wasn't a normal encounter either.

Plus, culinary attacks are always a good time.
- Sword

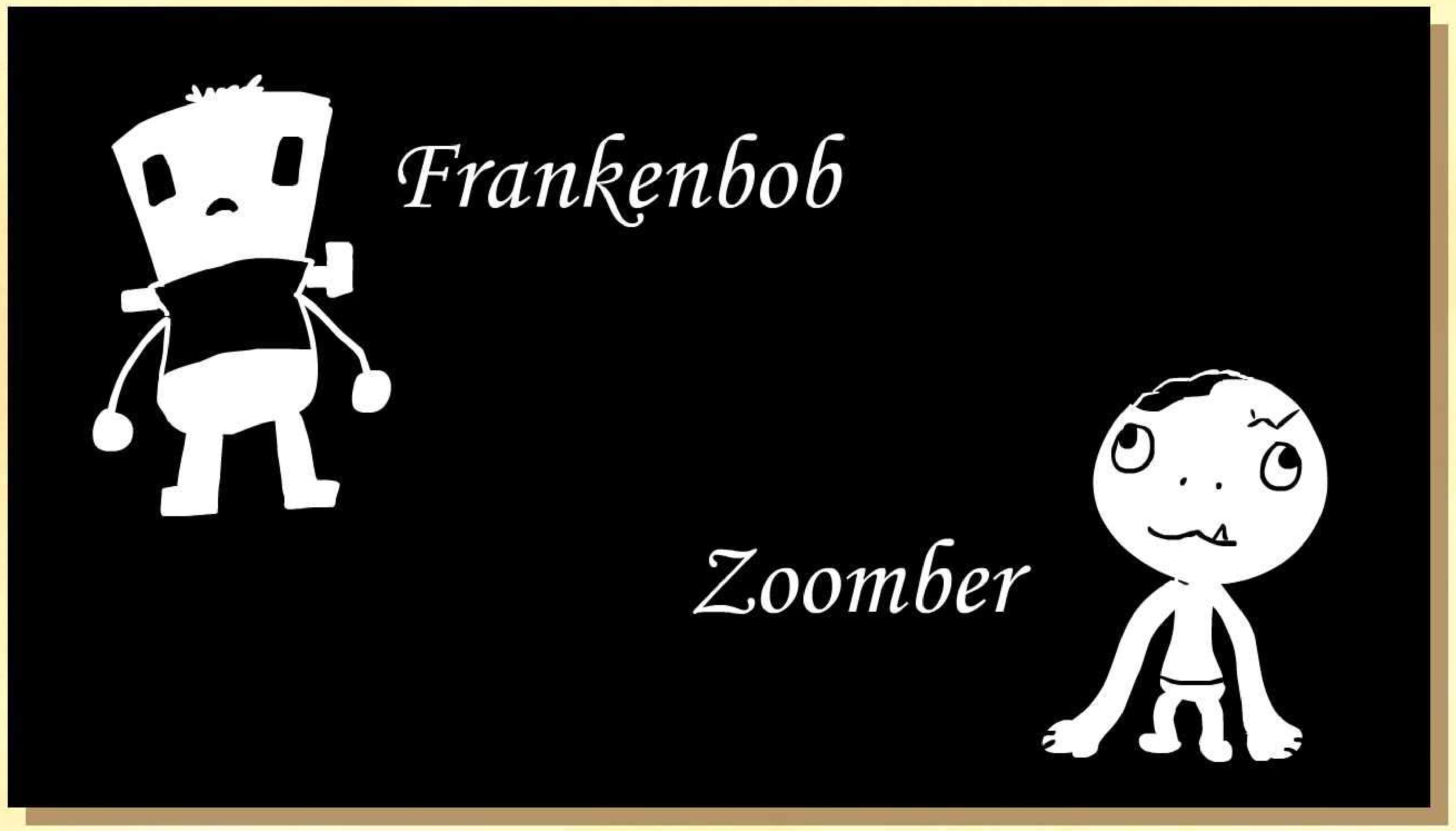


Sousborg Egg 2.png - 2021
Figburn

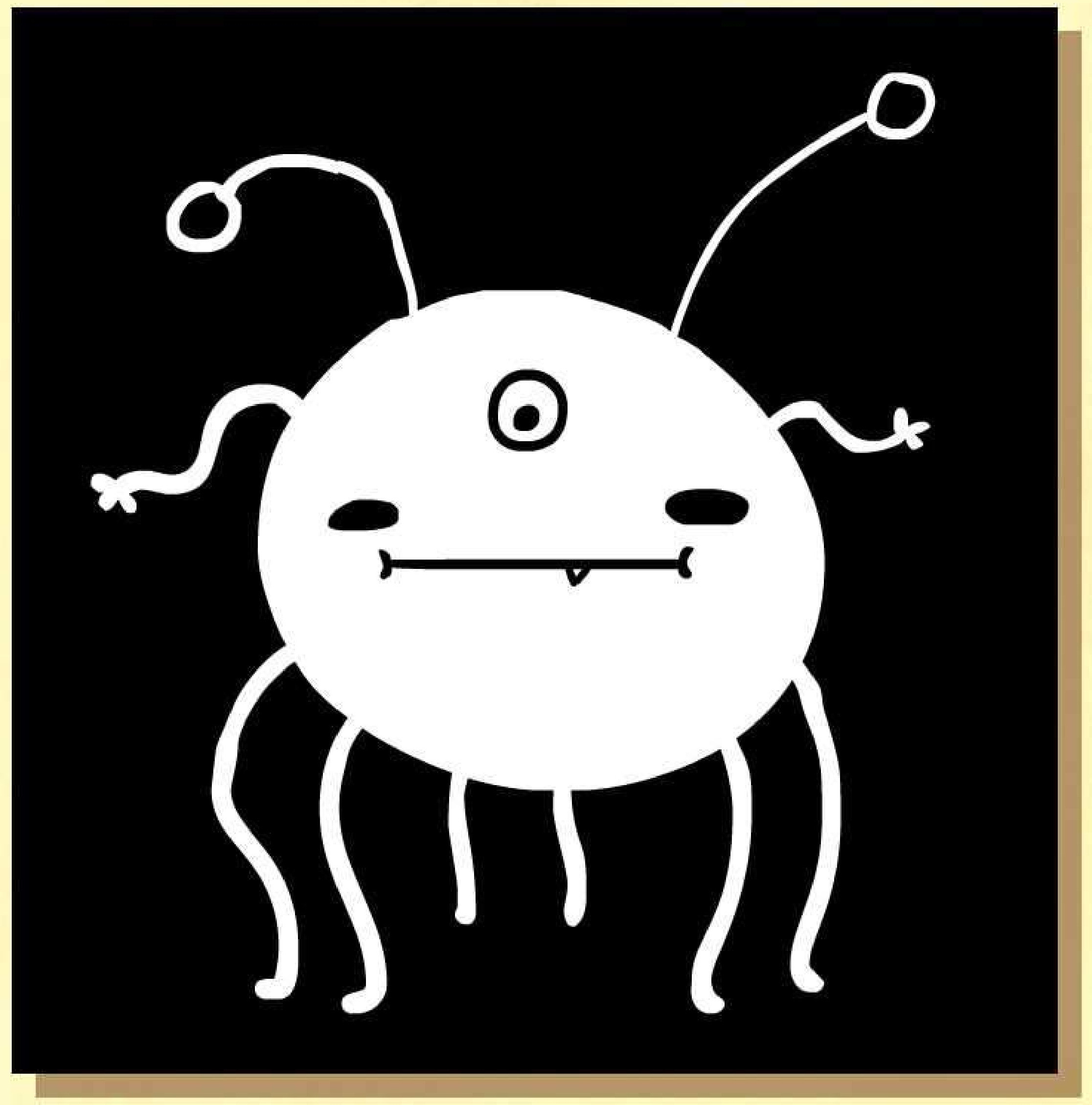
UNUSED ENEMIES



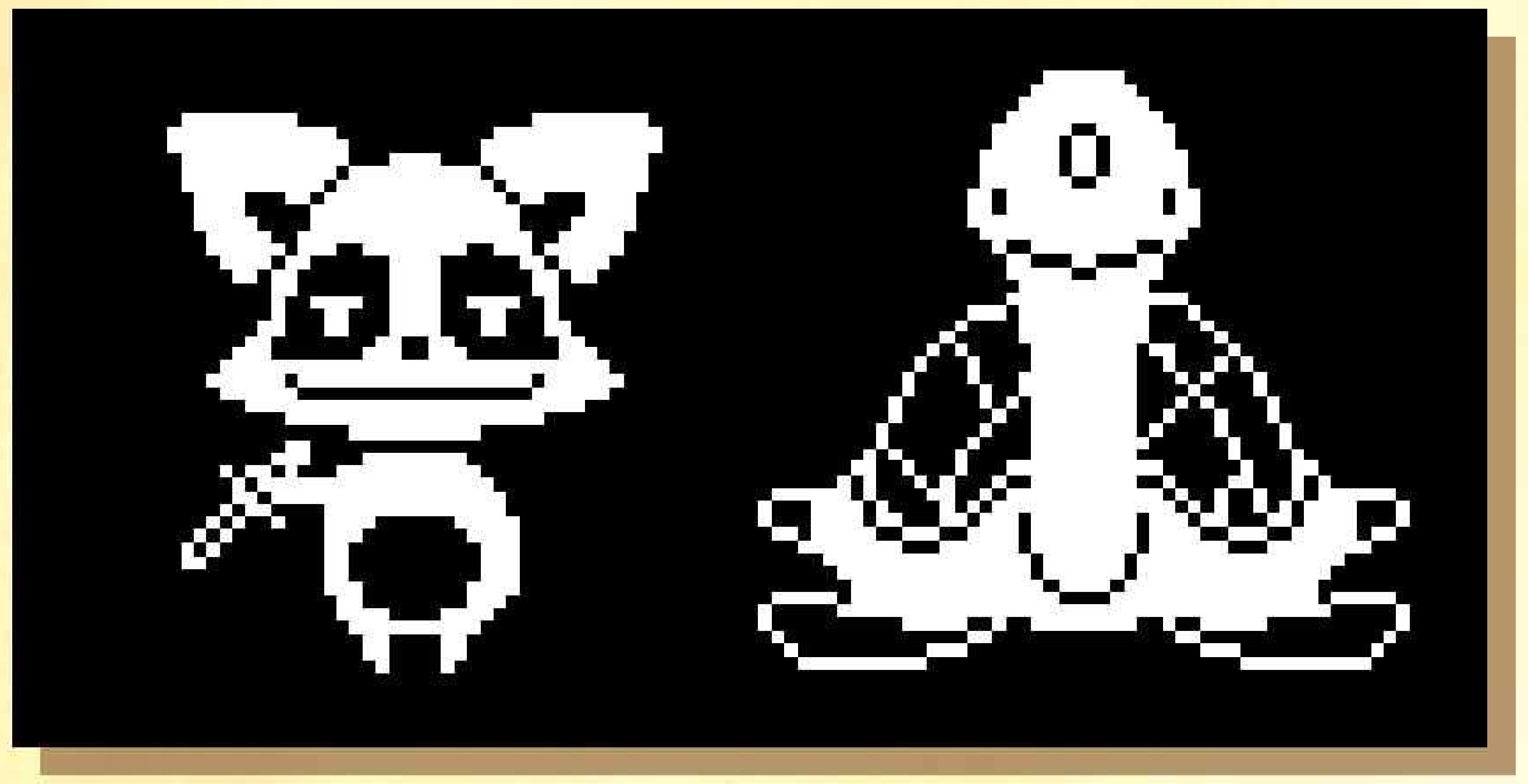
knight.png - 2016
Figburn



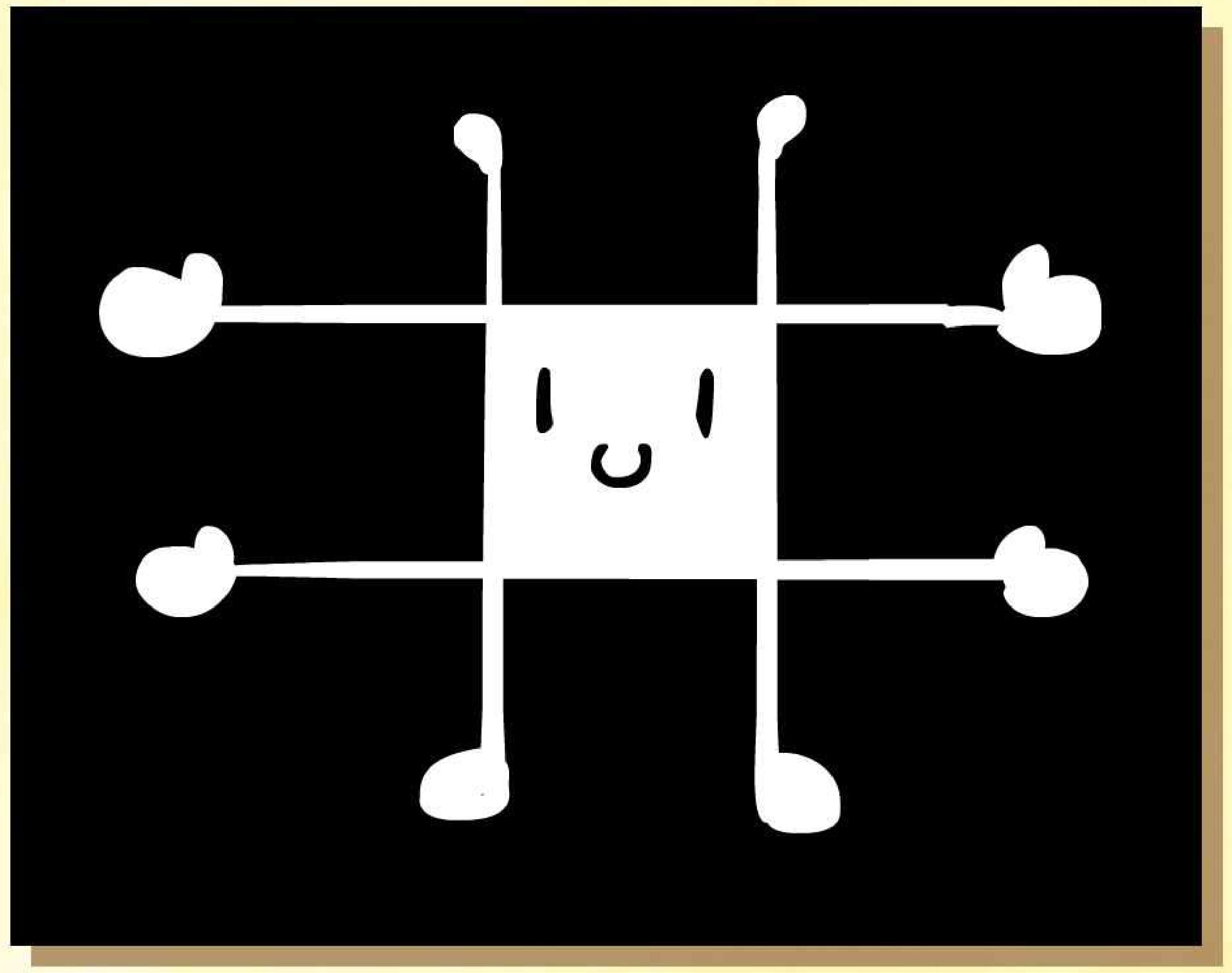
Frankenbob.png - 2016
Gray Duovis



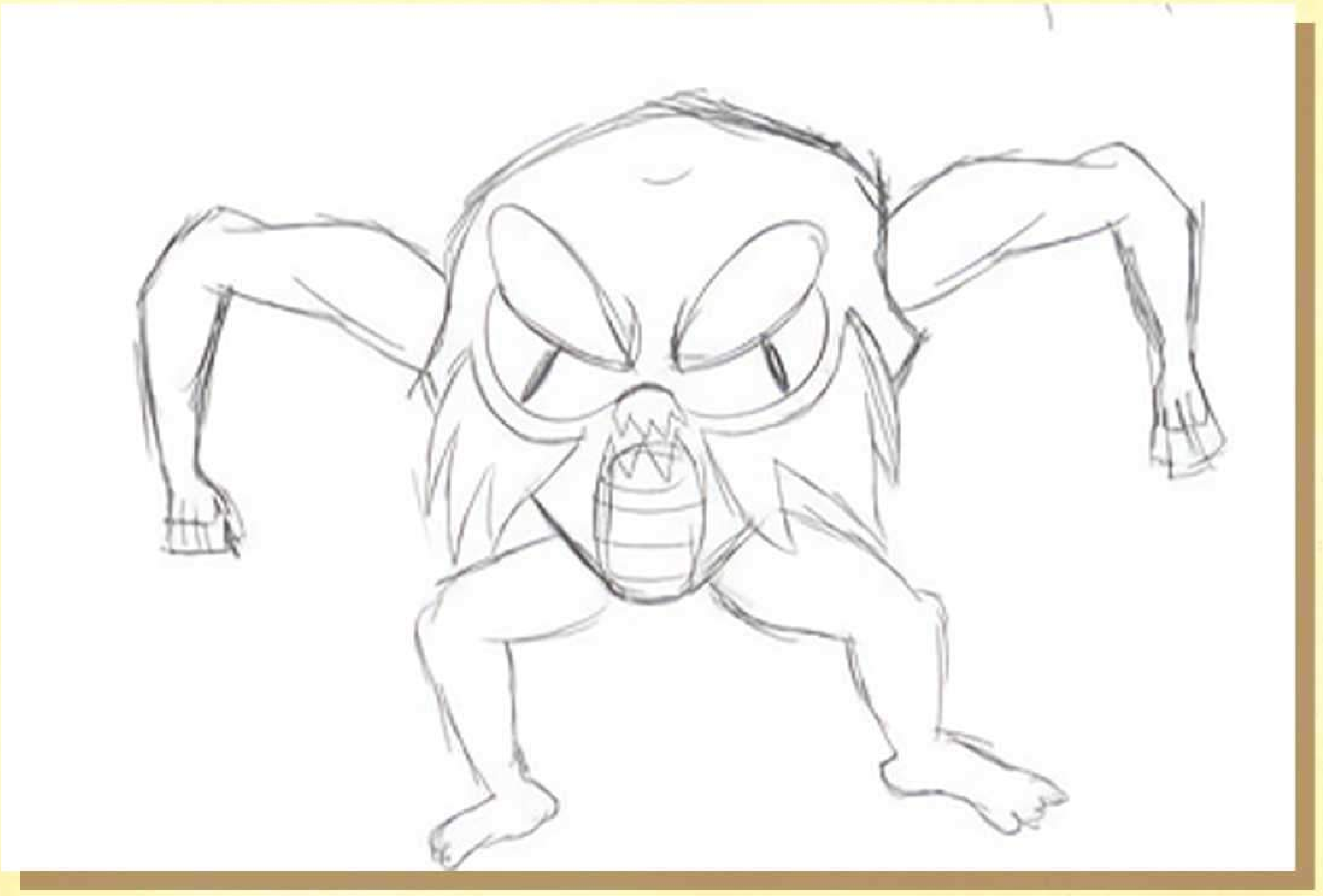
Alienmunn.png - 2016
Gray Duovis



racoon & turtle.png - 2016
Gaziter

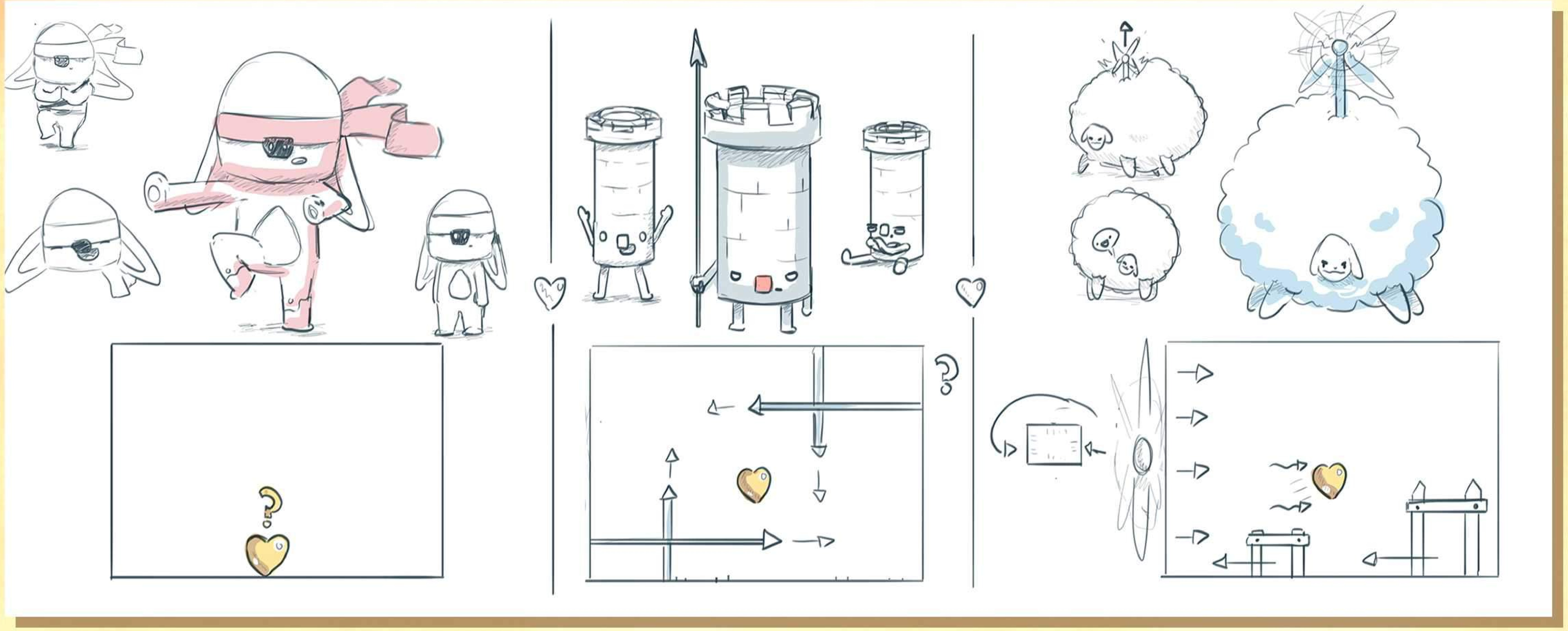


Octomorph.png - 2016
Gray Duovis

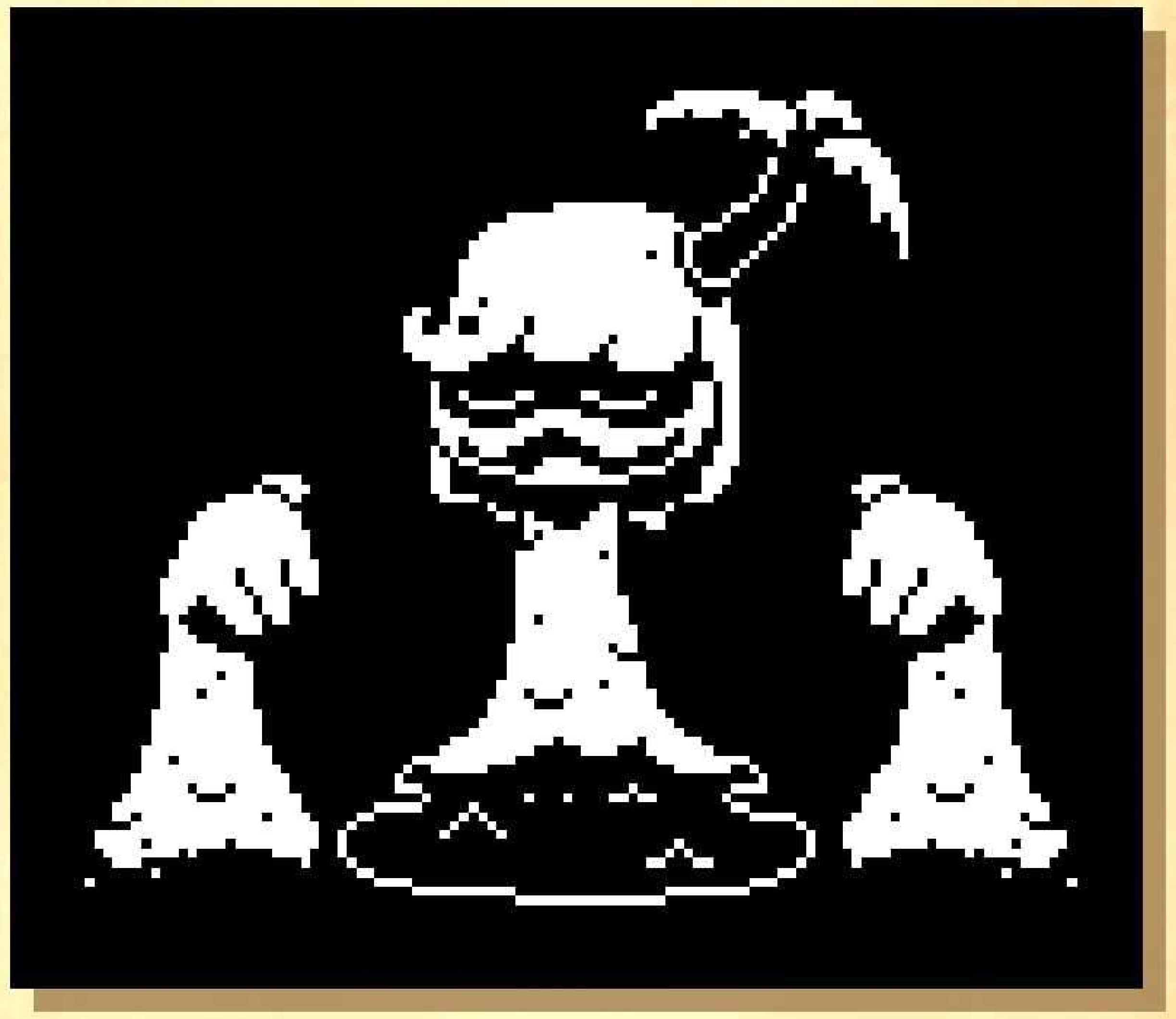


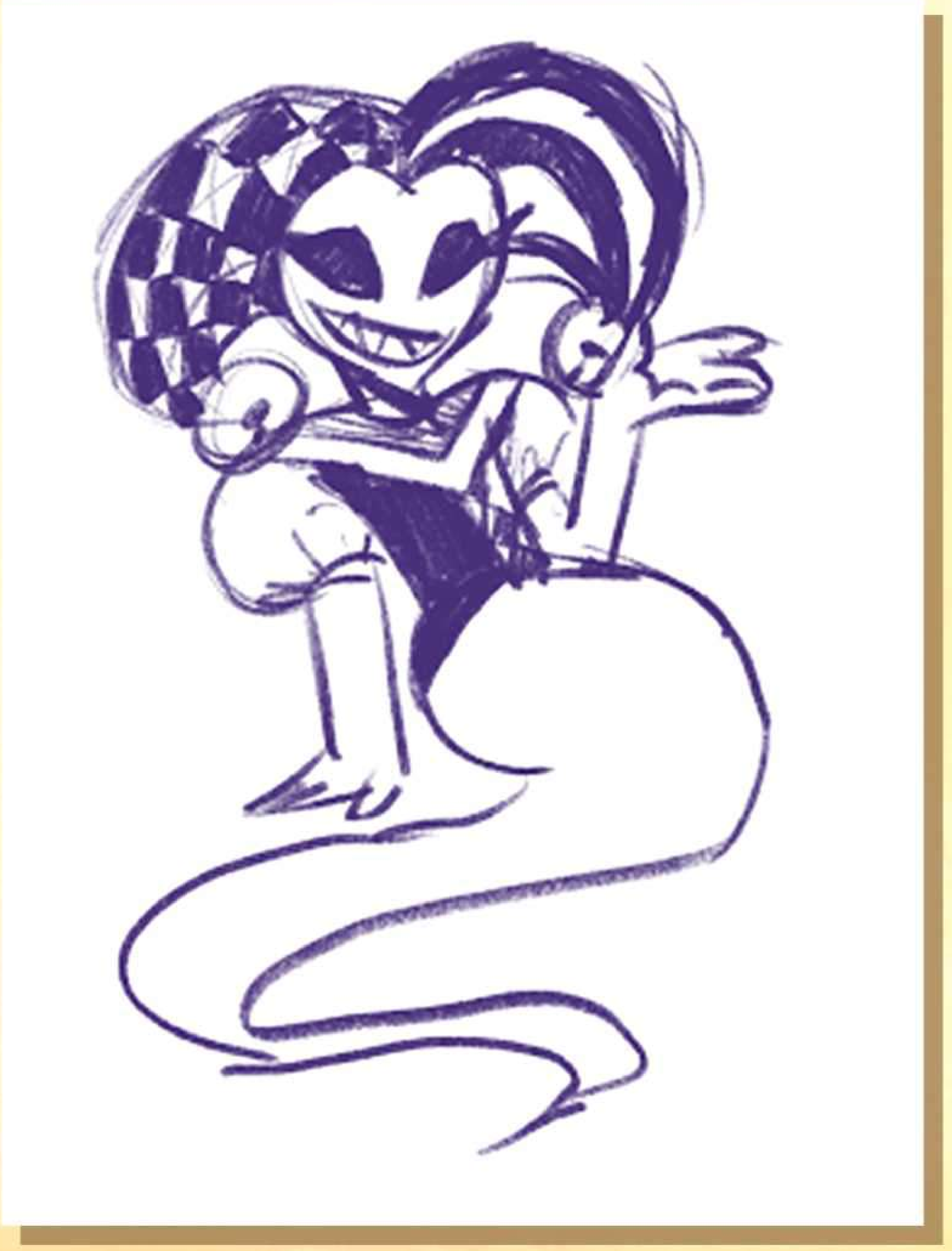
Uhh.jpg - 2016
AWildDaydreamer

UTY_enemy_concepts1.png - 2016
Gaziter

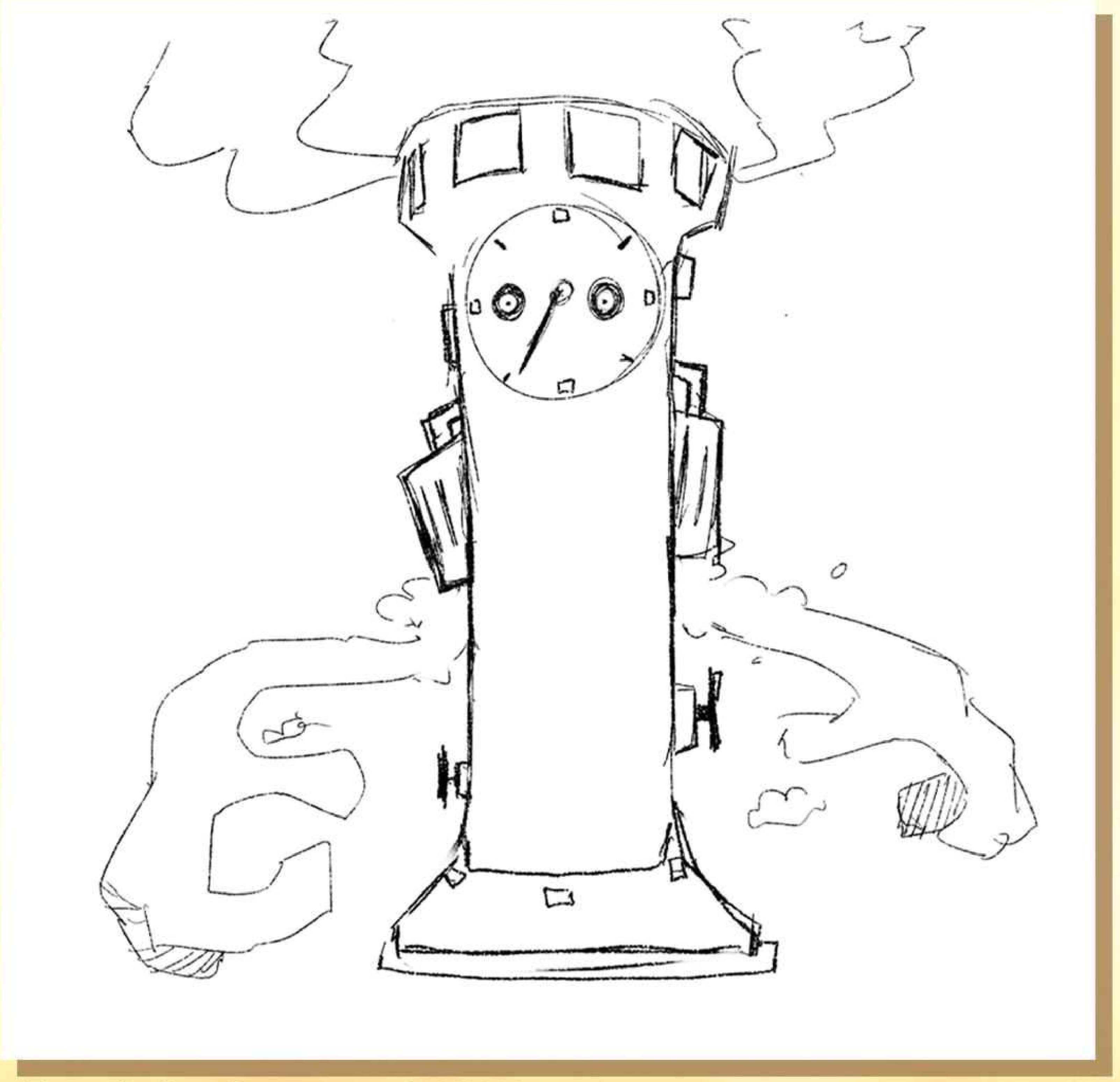


sinksand.png - 2018
TeleviQ, GlitchedPie

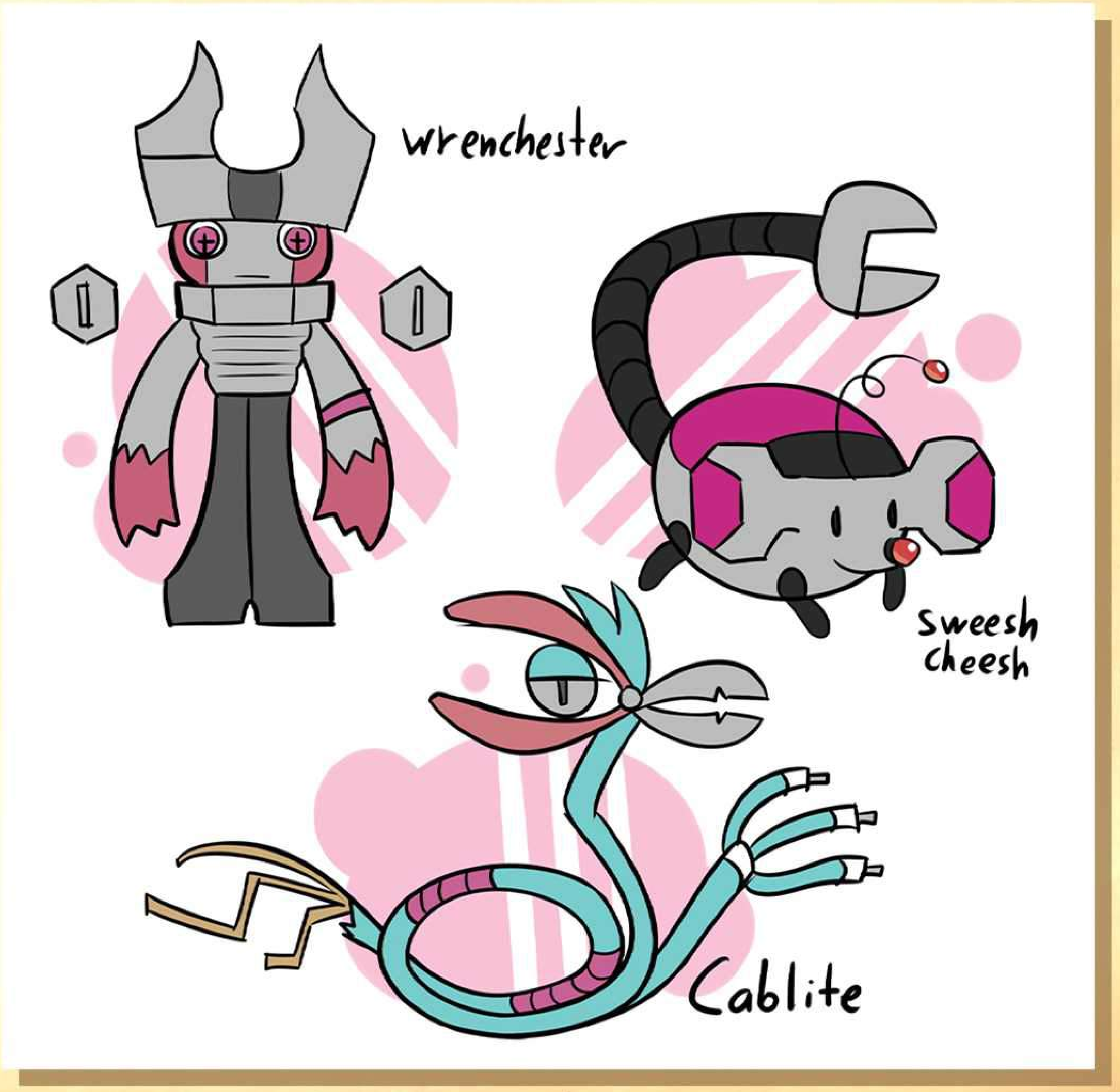




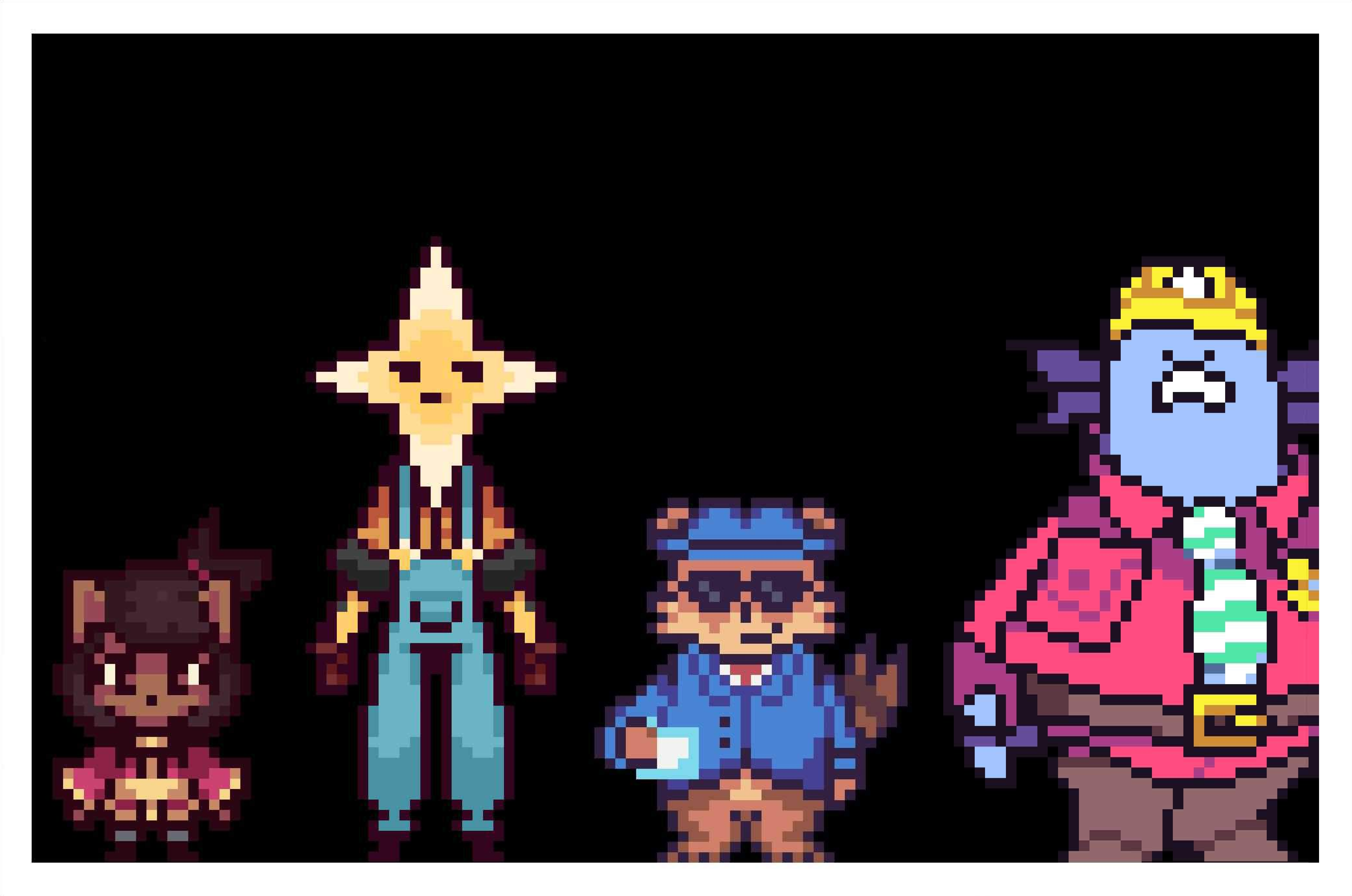
genie.png - 2017
LitvacArt



clock bot.png - 2020
Figburn

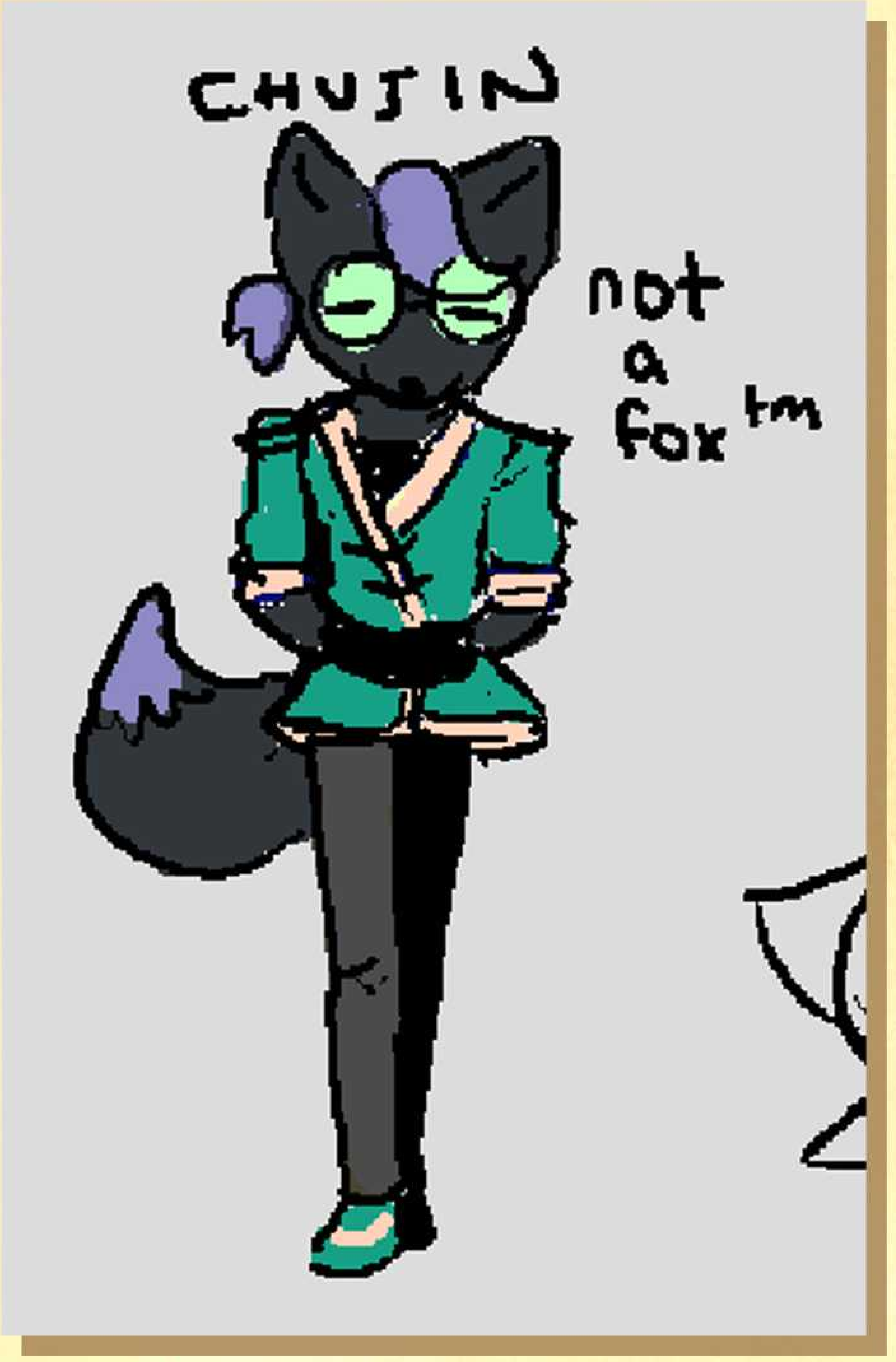

wrenchester
sweesh cheesh
Cablite

sum_steamworks_designs.png - 2020
TeleviQ



MISC. CHARACTERS

THE KETSUKANES


CHUJIN
not a fox tm

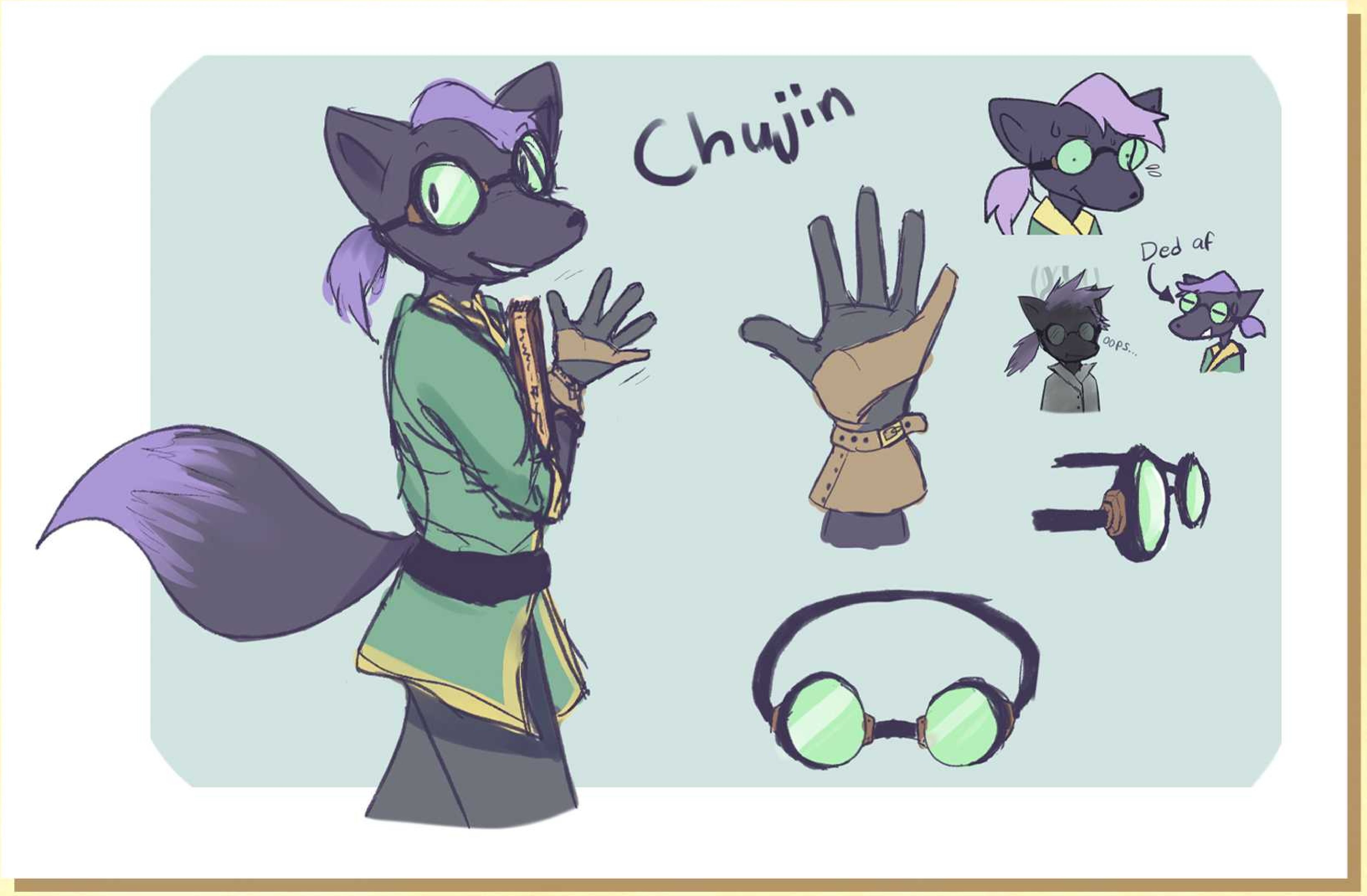
chujin sketch.png - 2019
TeleviQ

Oh man, I made this concept art in a group drawing program... He looks so polite here.

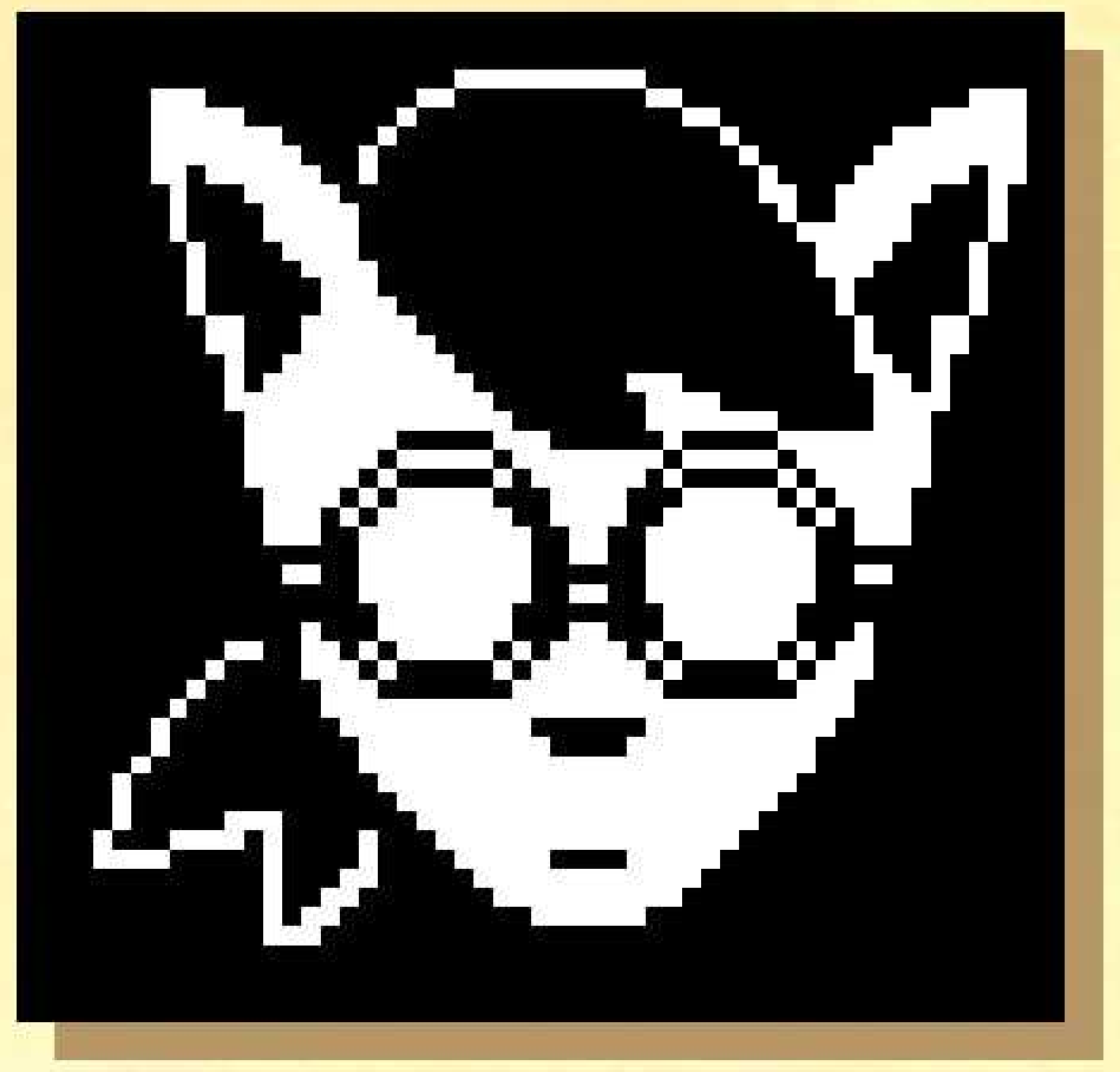
He wasn't supposed to be a fox like Ceroba because it would draw similarity to the Dreemurrs, so he's supposed to be something else related to foxes. Hence, not a fox™. His outfit here is inspired by Japanese and Chinese traditional clothing

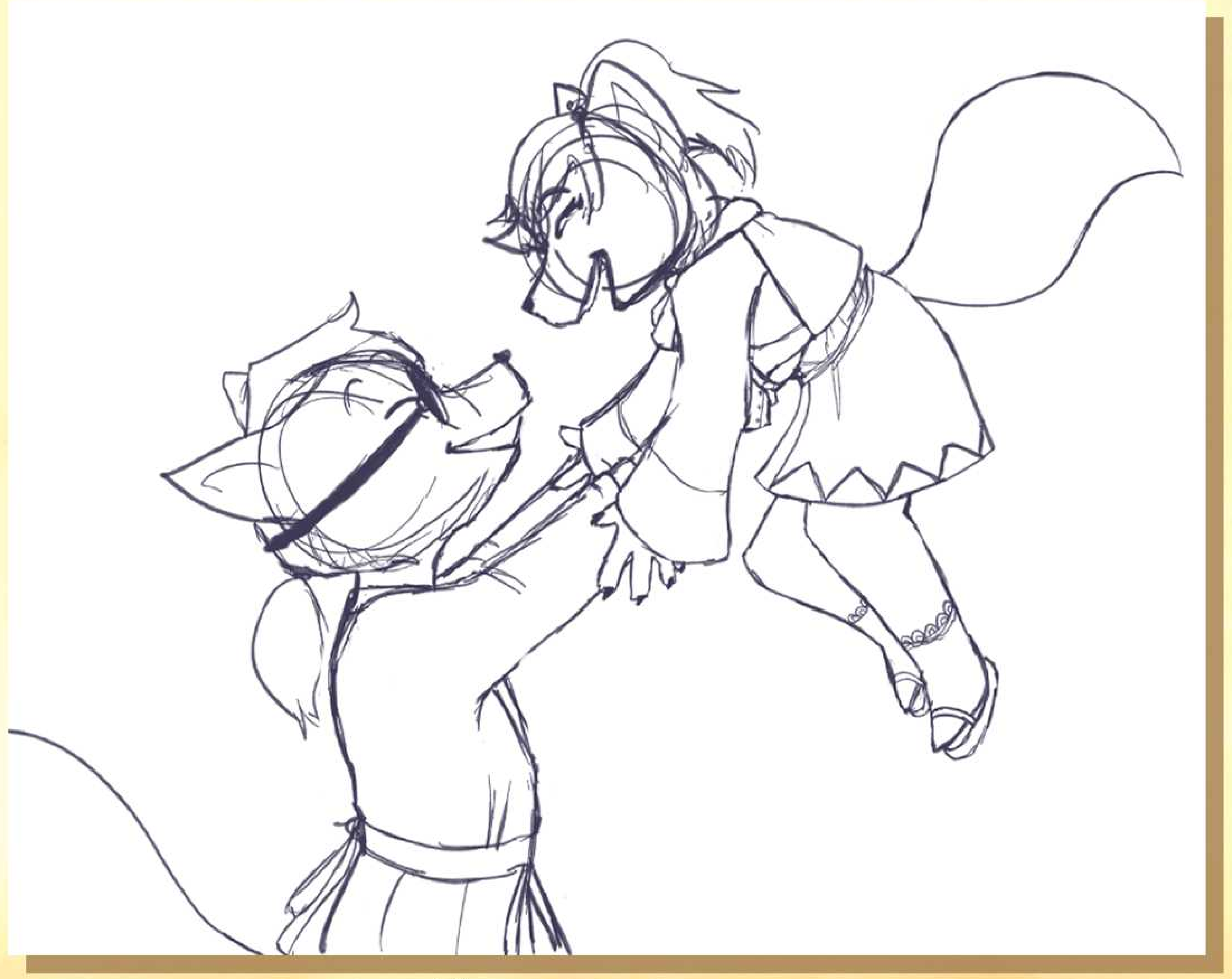
- TeleviQ

Chujin.png - 2019
AWildDaydreamer

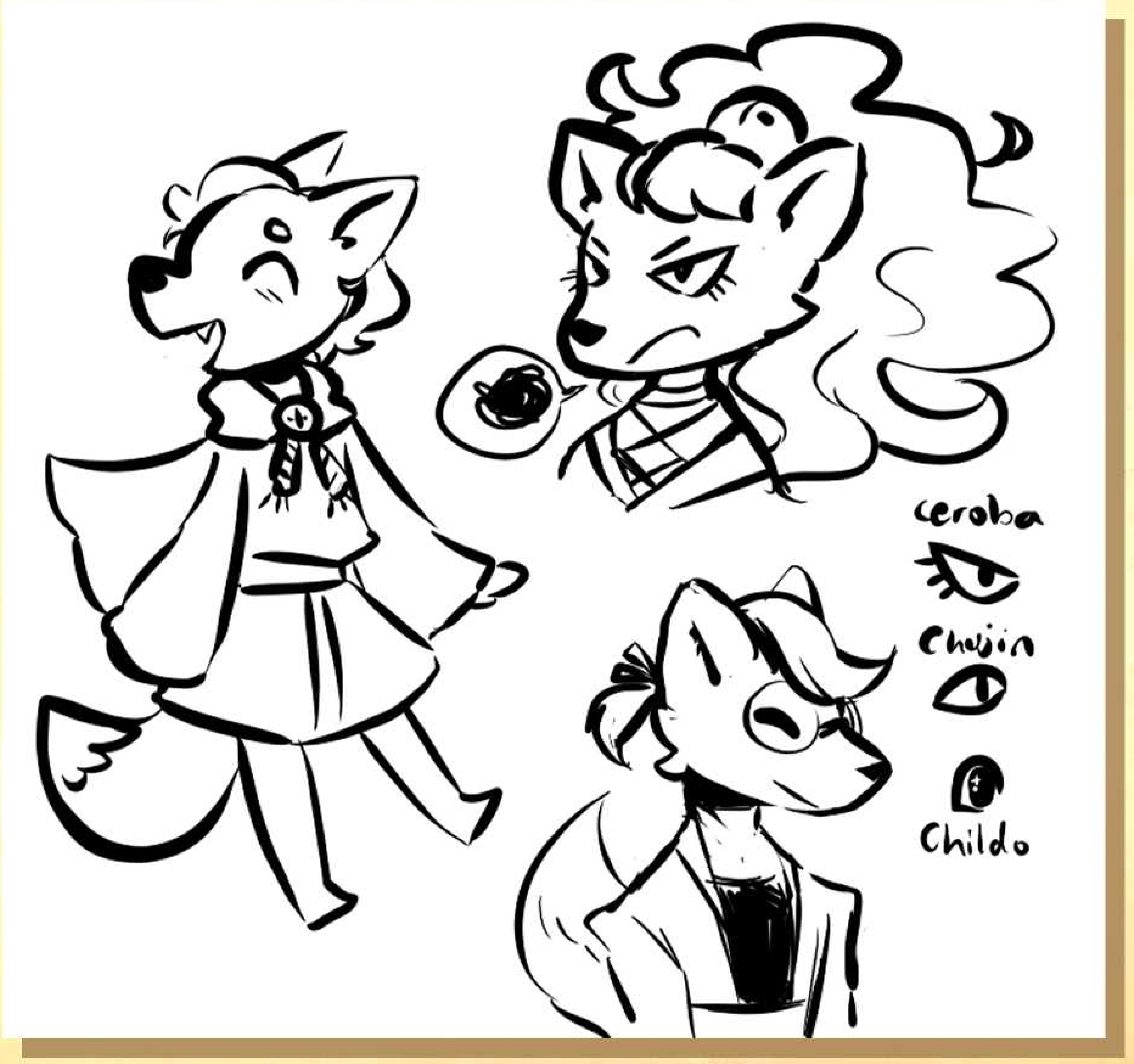

Chujin
Ded af
oops...

jin.png - 2019
AeroArtwork

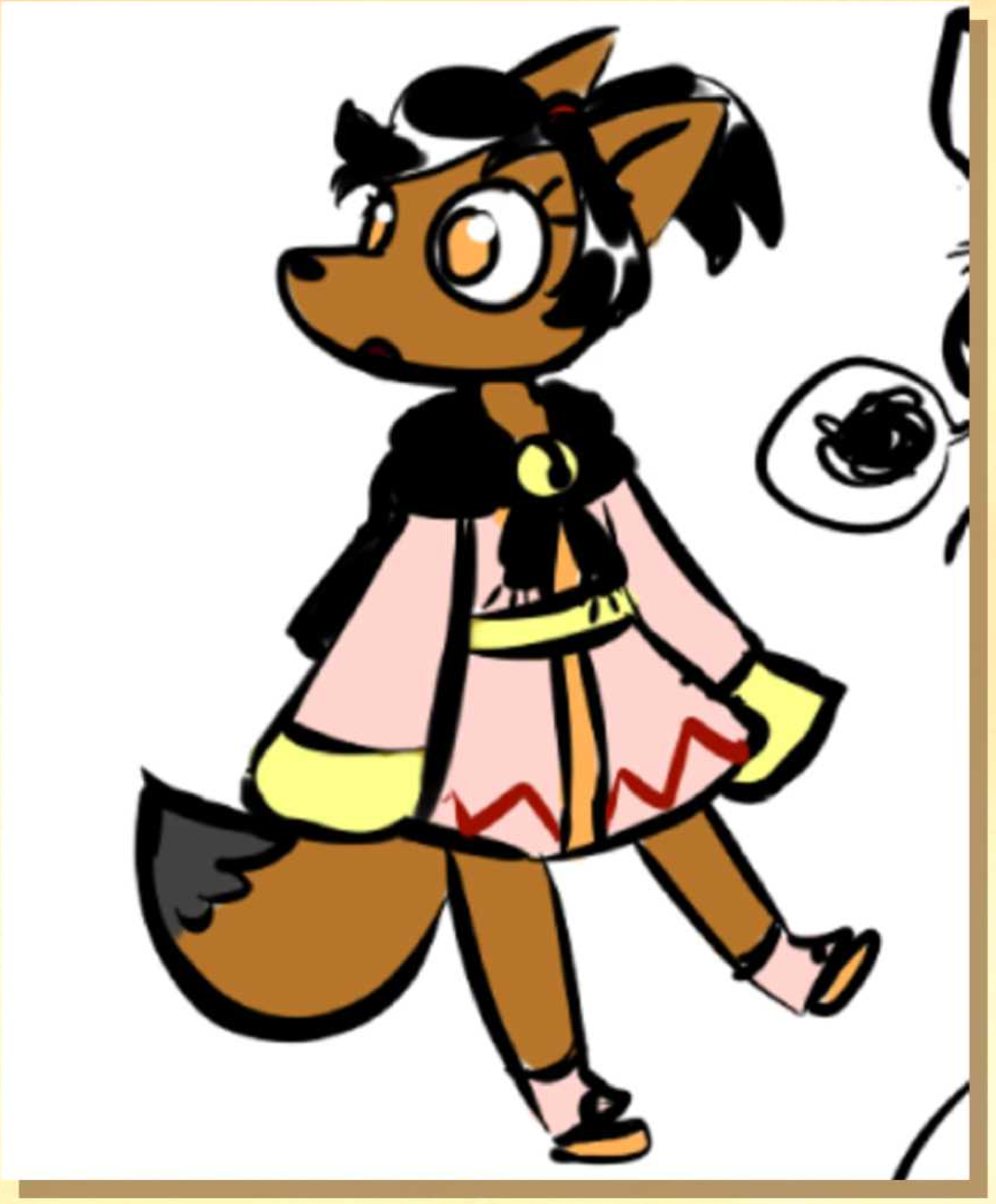




kanako and chujin.png - 2019
AWildDaydreamer


ceroba
chujin
Childo

foxfam.png - 2018
TeleviQ

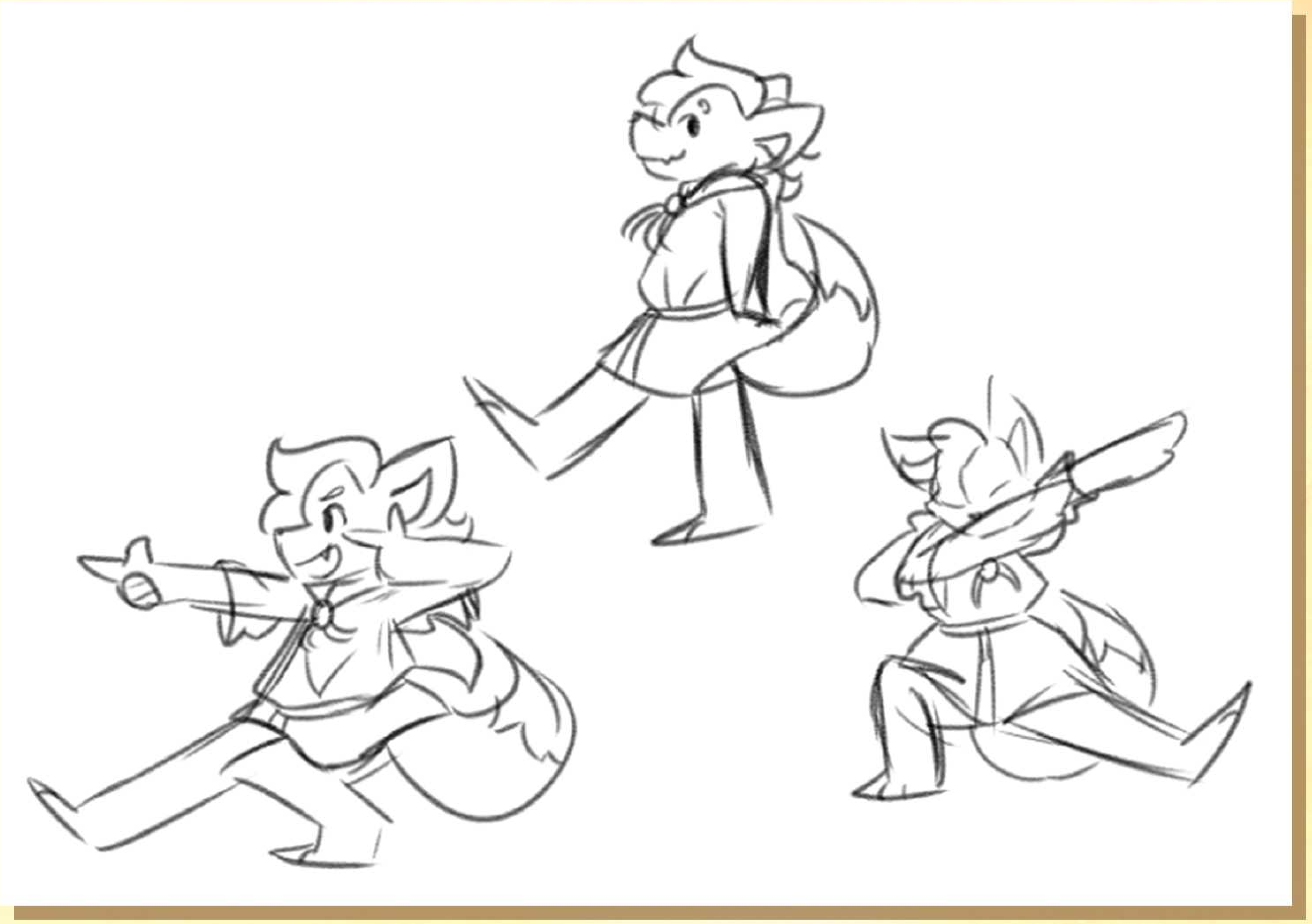


kanako 2.png - 2019
TeleviQ
The absolute fox in the universe.

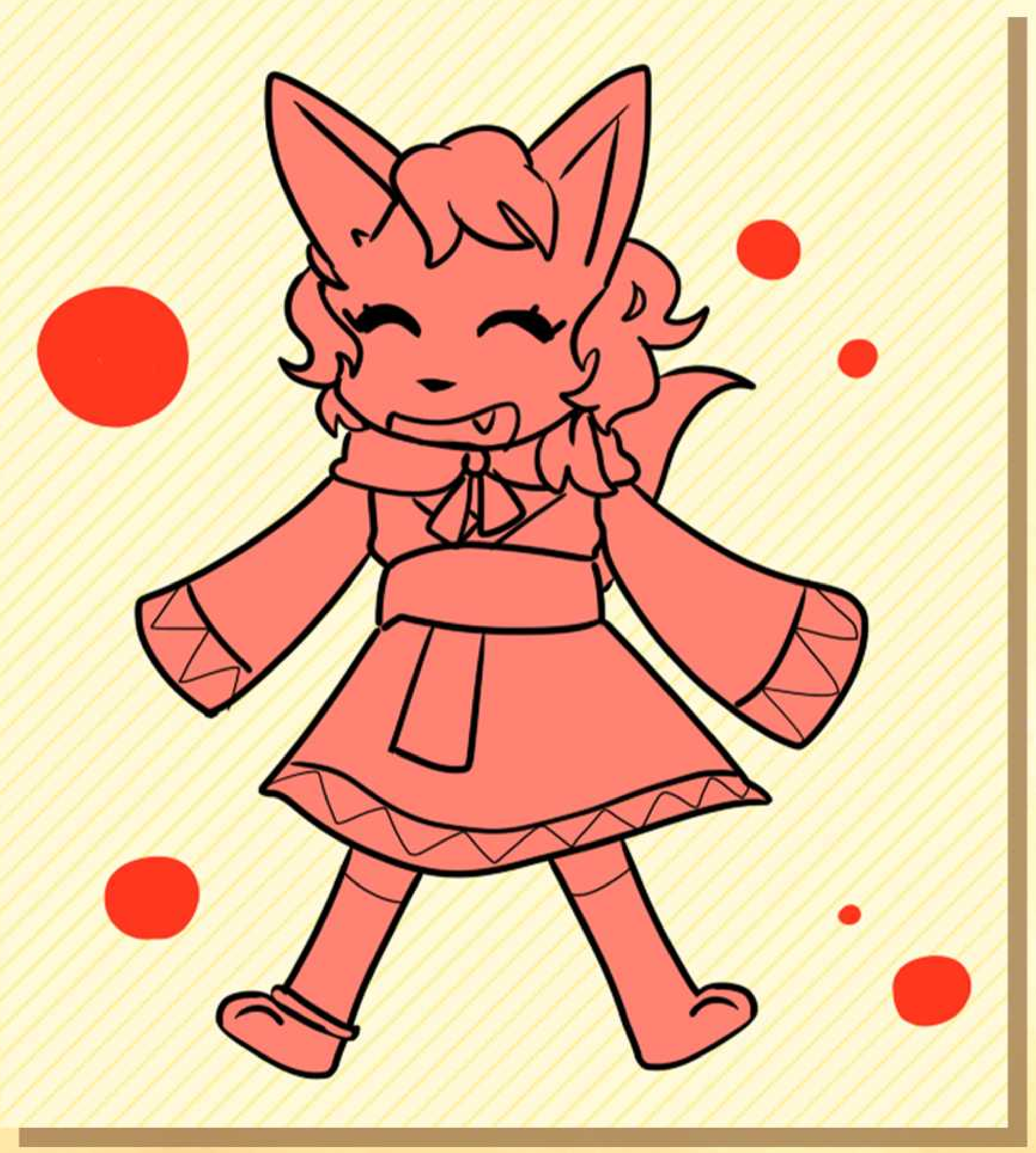
I think I picked pink because it evoked childish innocence but I like the colors she ended up with in-game.

Something about her design I can probably spill: she does her hair in a ponytail to be more like her mom. And her shawl is so she can stay warm in certain places.

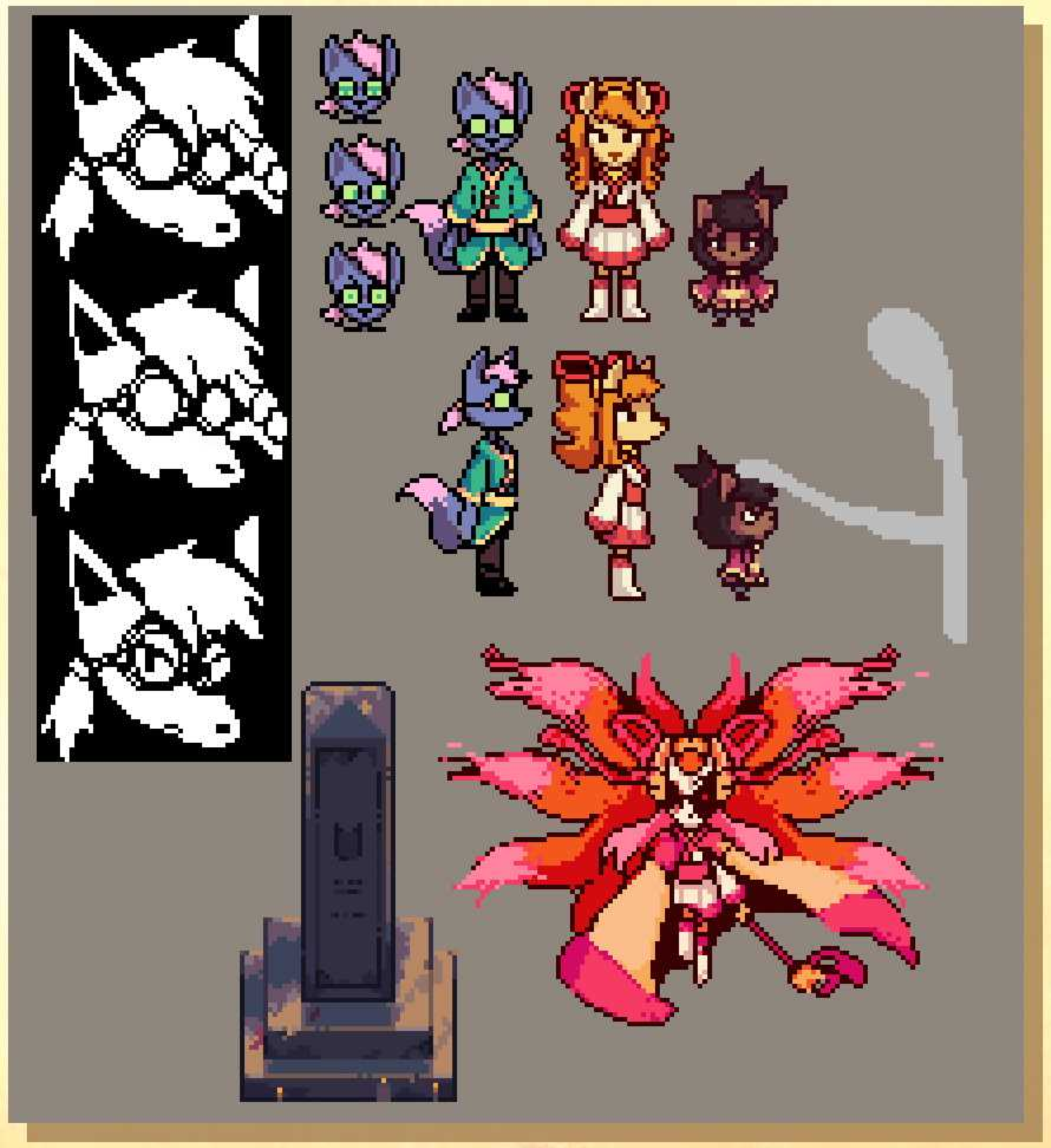
- TeleviQ



Kanako.png - 2018
MarshieMonarch

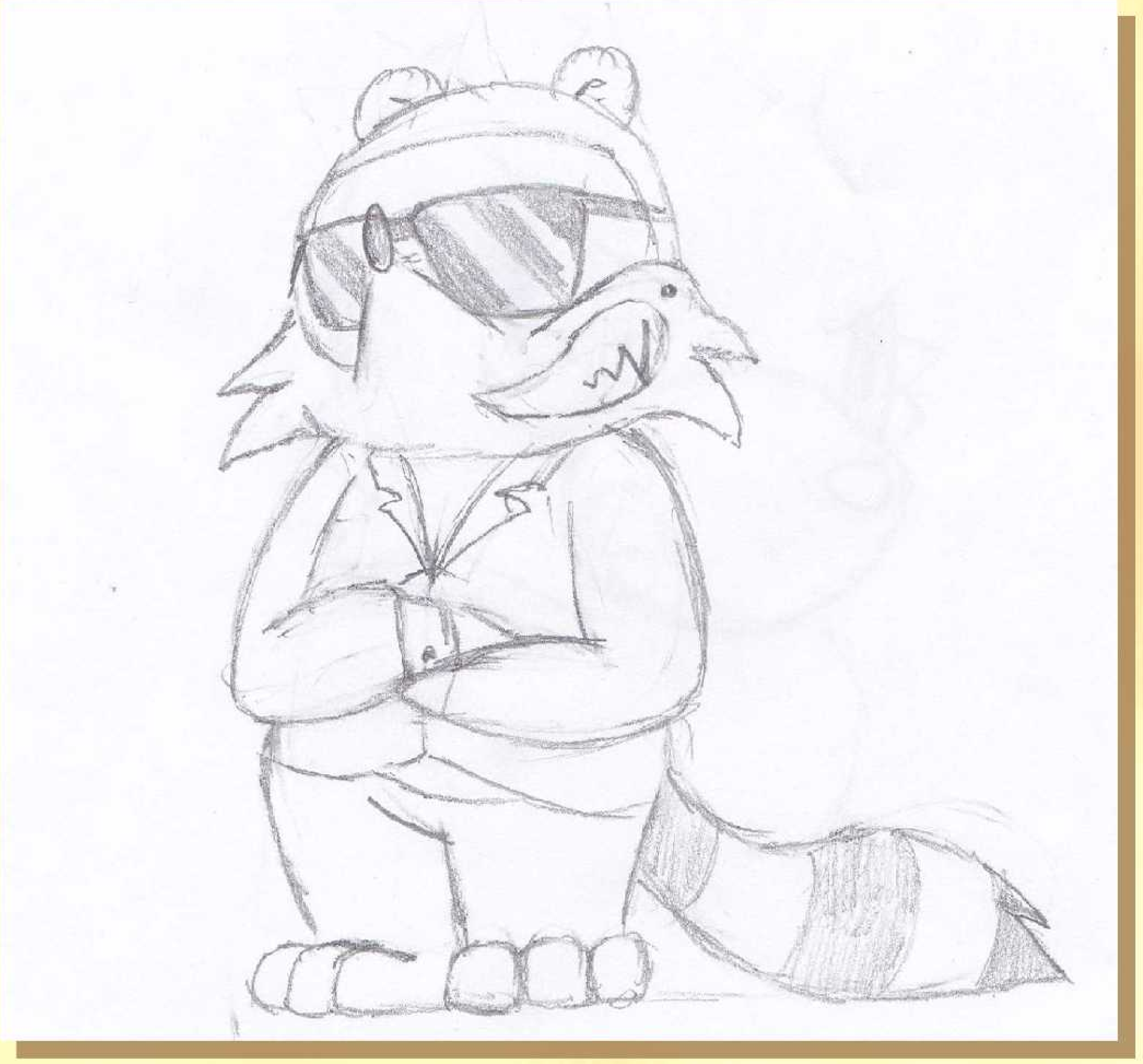


kanako bab.png - 2019
TeleviQ



family sprites.png - 2022
AeroArtwork, GlitchedPie, Deadkat

VENDORS

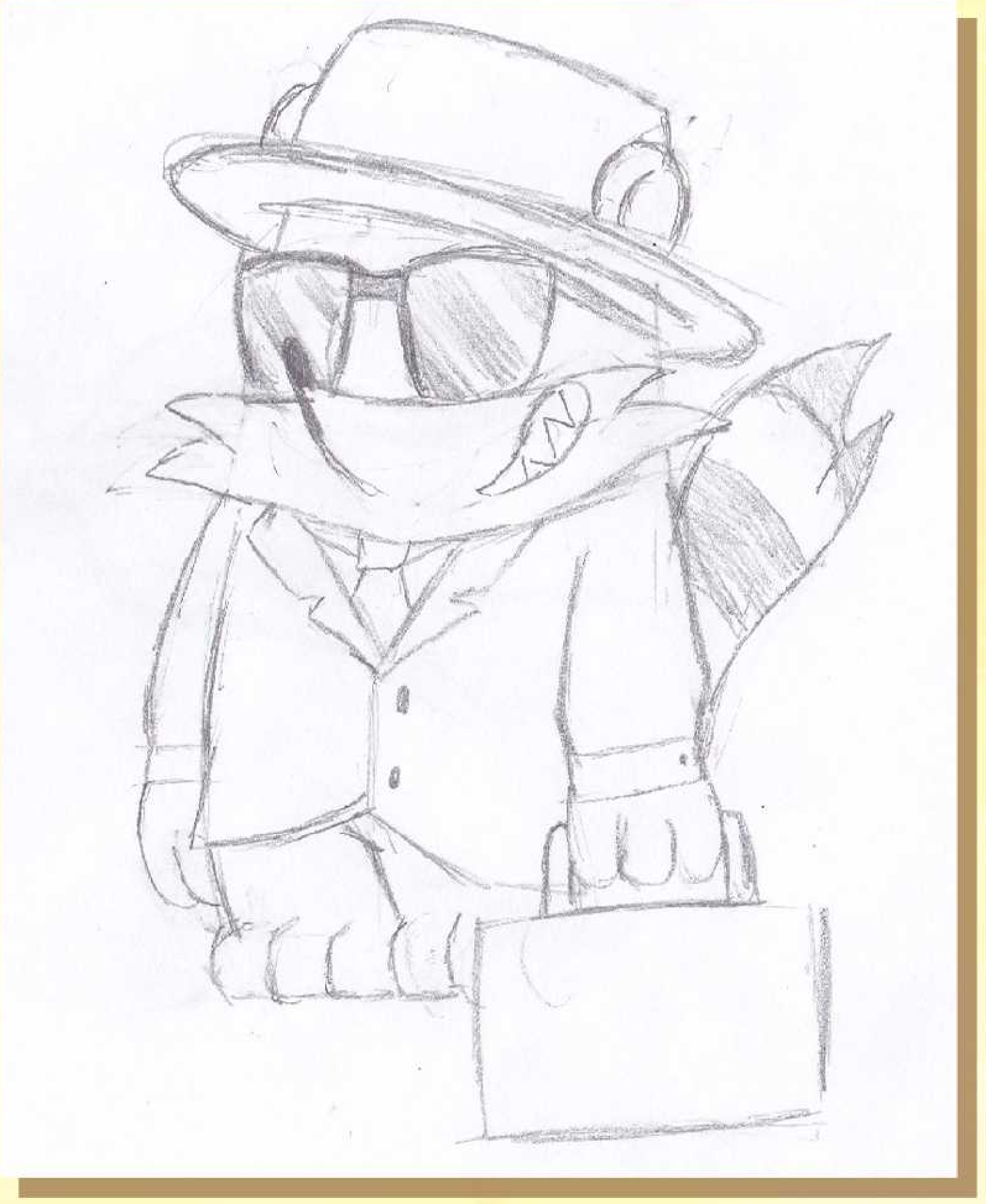


Racoon_Tycoon.png - 2016
NoteBlock

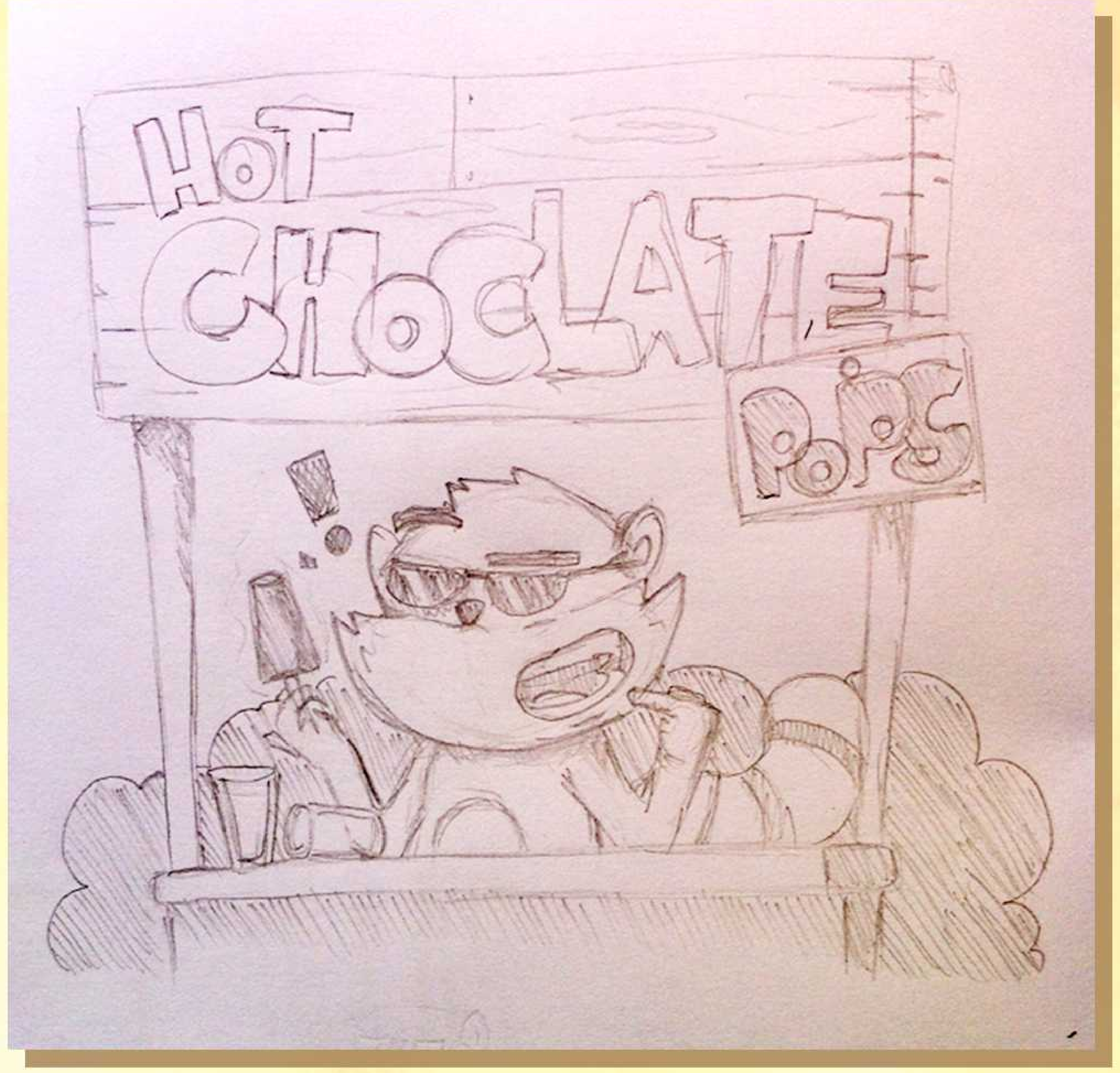
Fun fact: Mo is actually based on a real raccoon!
During the summer of 2016, a raccoon broke into my attic and had babies. It was a whole ordeal trying to get them all out, long story. Since my AC unit was also in the attic, I couldn't use it that summer. We all started making jokes about the raccoon stealing my AC, and those jokes slowly transformed into the shady businessman we all know and love today.

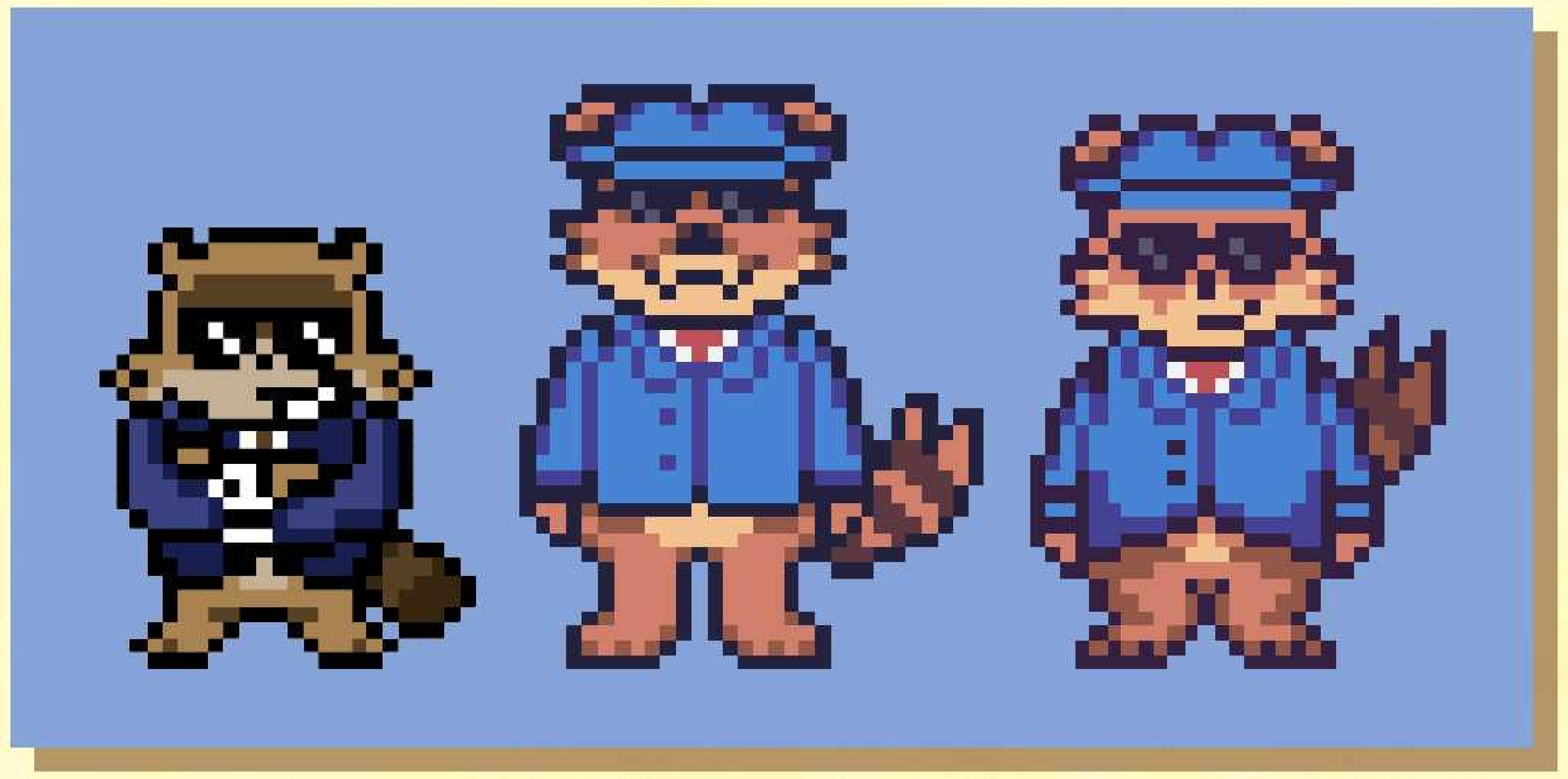
- Day

Mo_design_2.png - 2017
NoteBlock

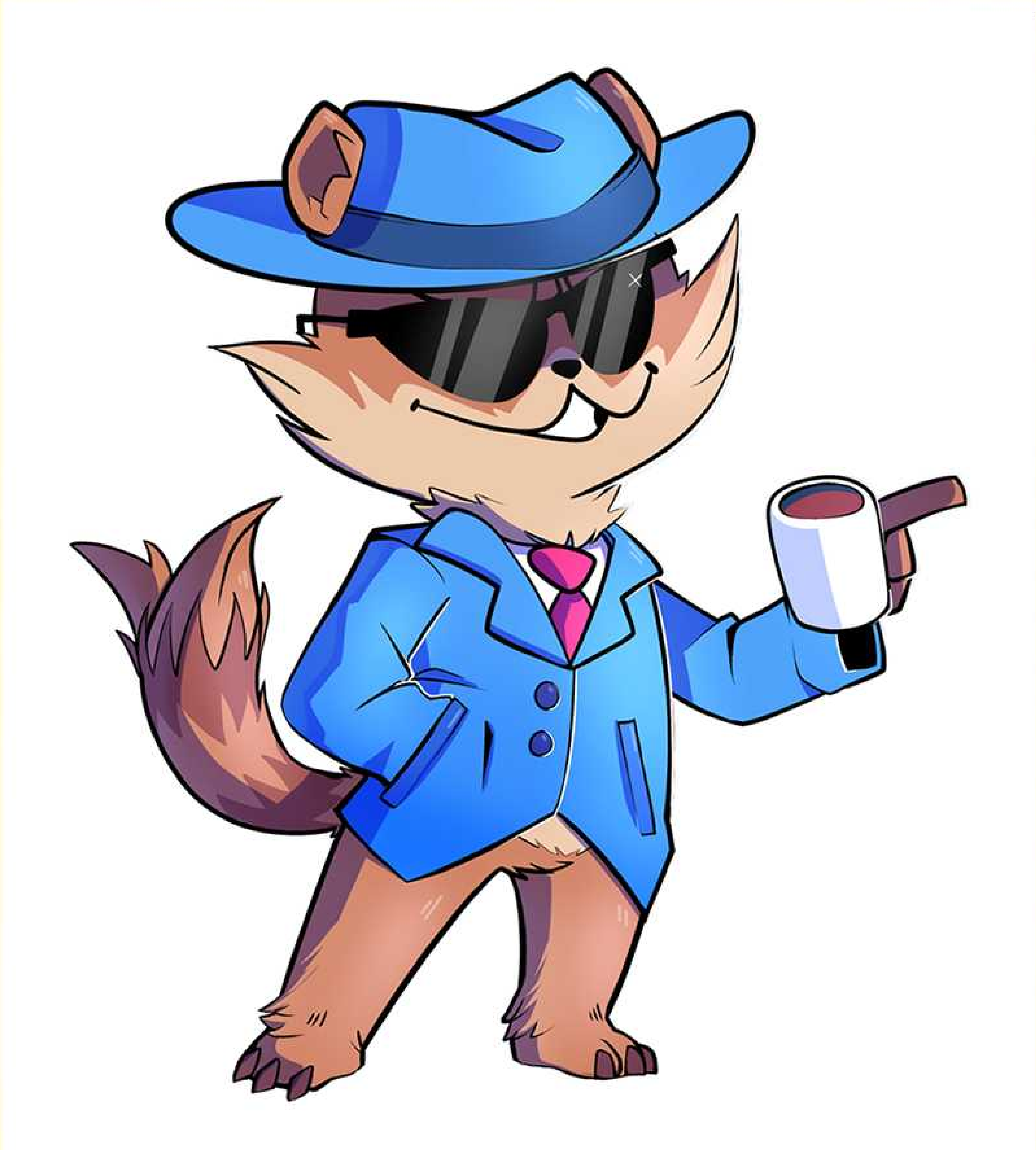


Mo_stand.png - 2017
NoteBlock

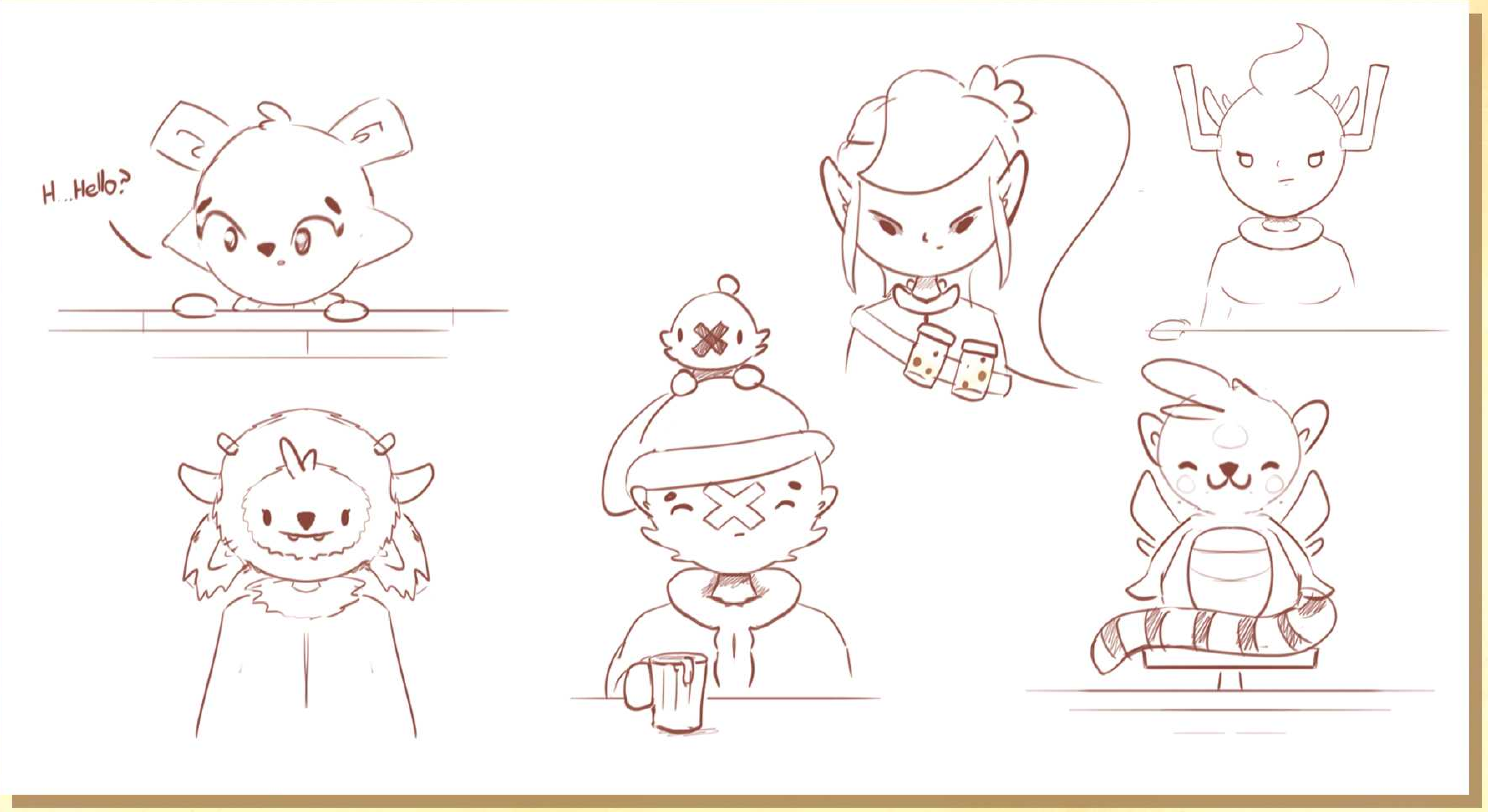




movolution.png - 2016-2017
NoteBlock, Vegard Jensen



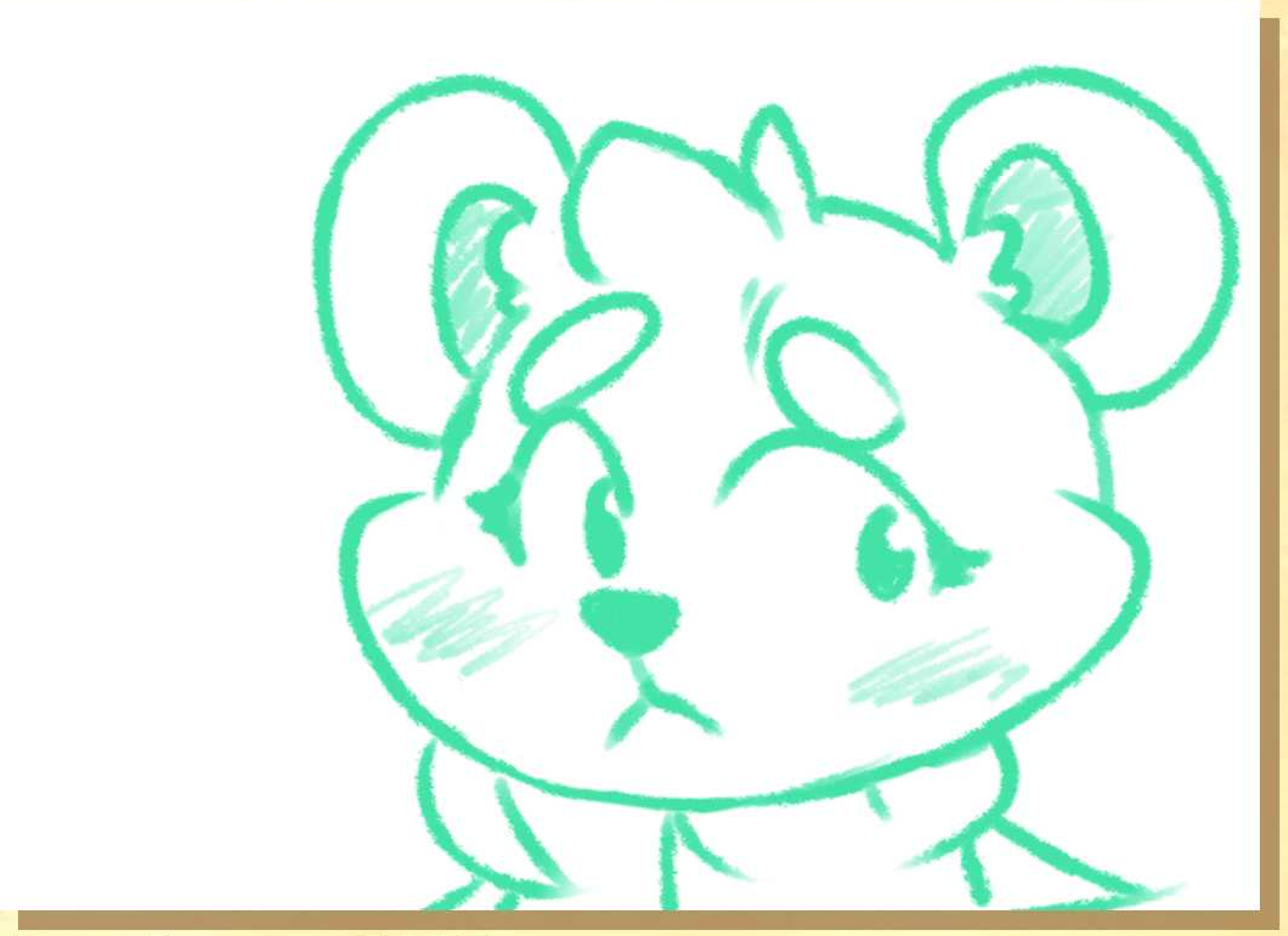
Mo.png - 2018
Figburn



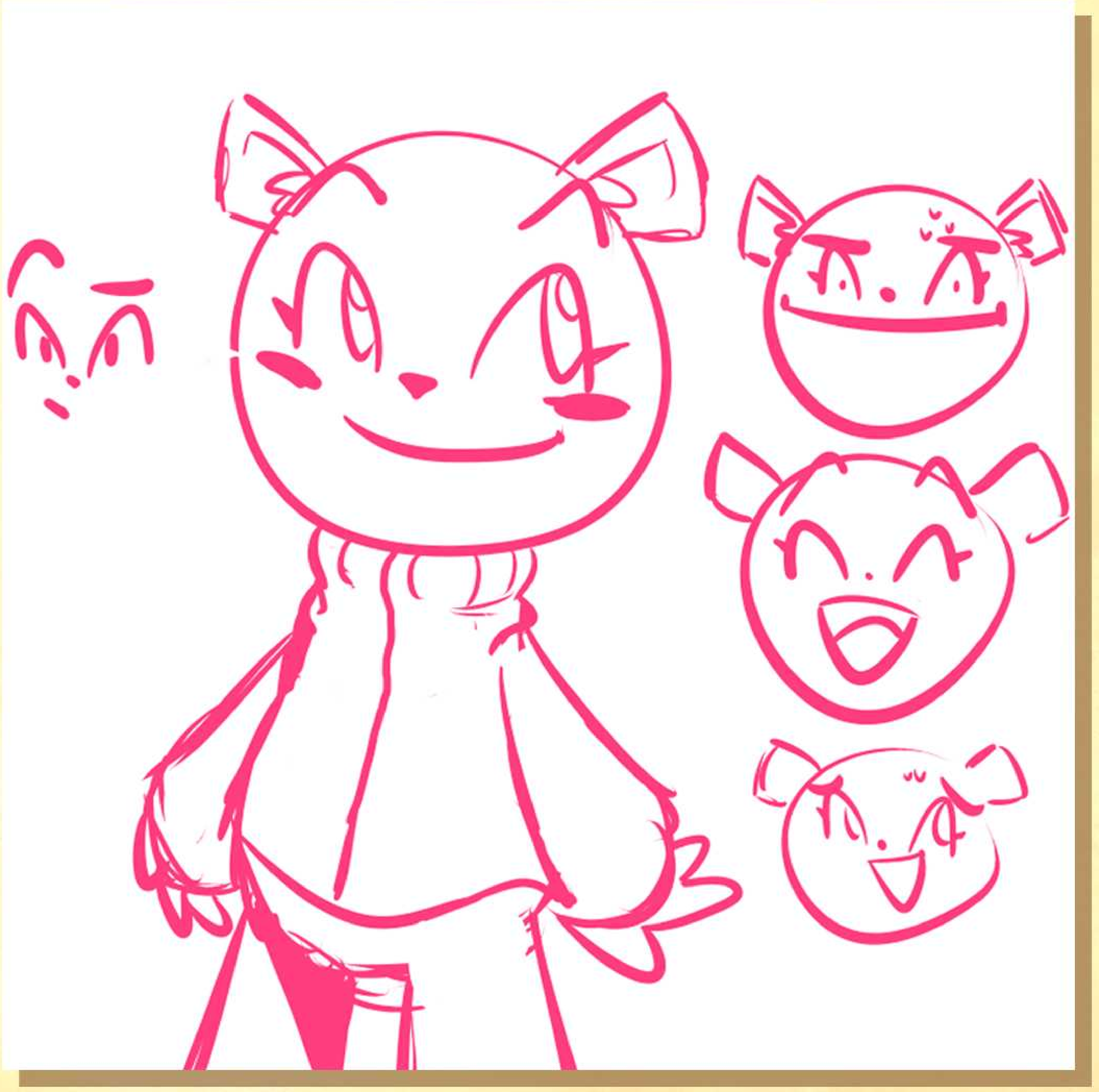
UTY_shopkeepers.png - 2017
Gaziter
Ideas for possible shopkeepers, all without names. Probably won't ever get names either.

:')

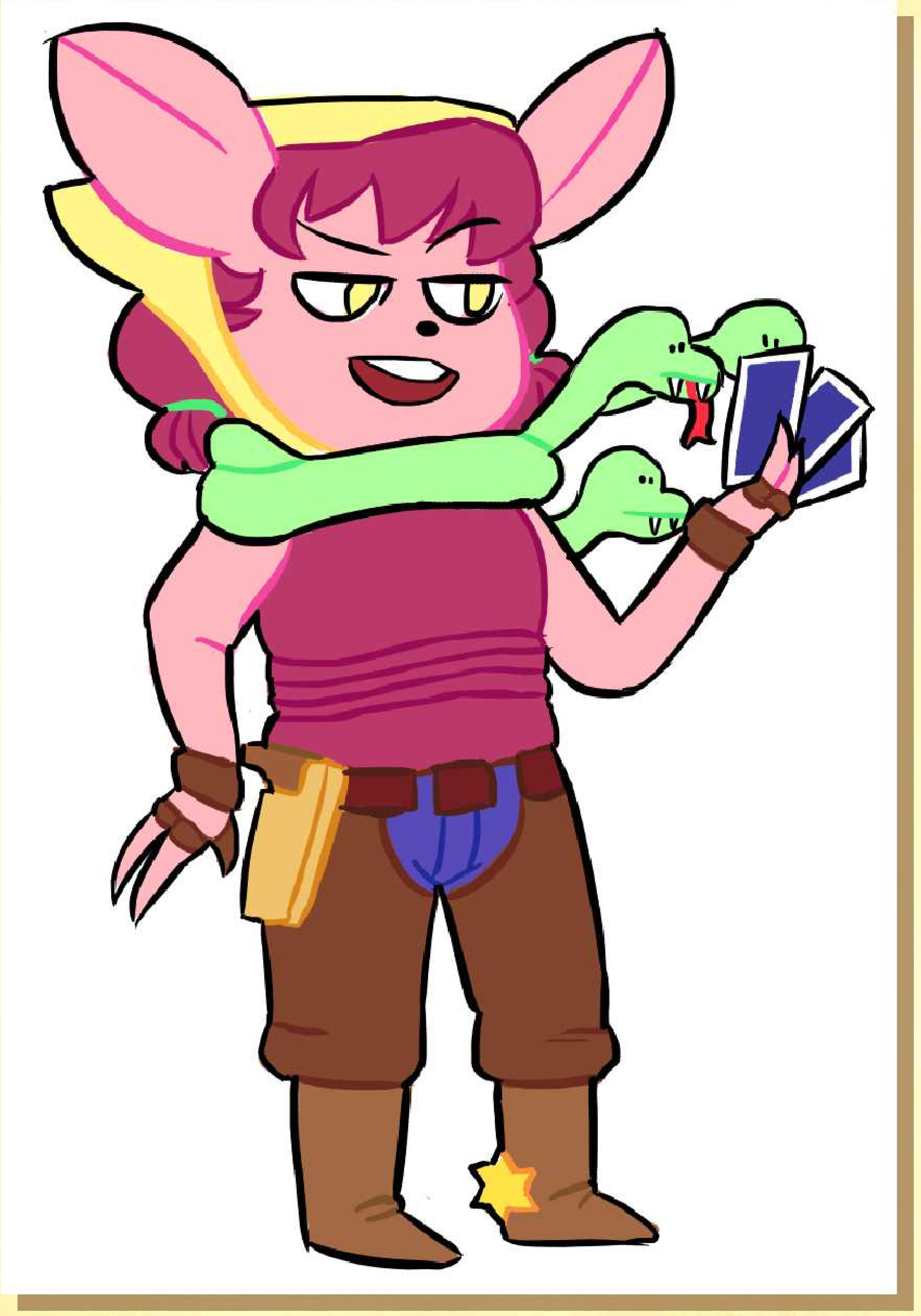
- Sword



bero2.png - 2017
InkuNoodle



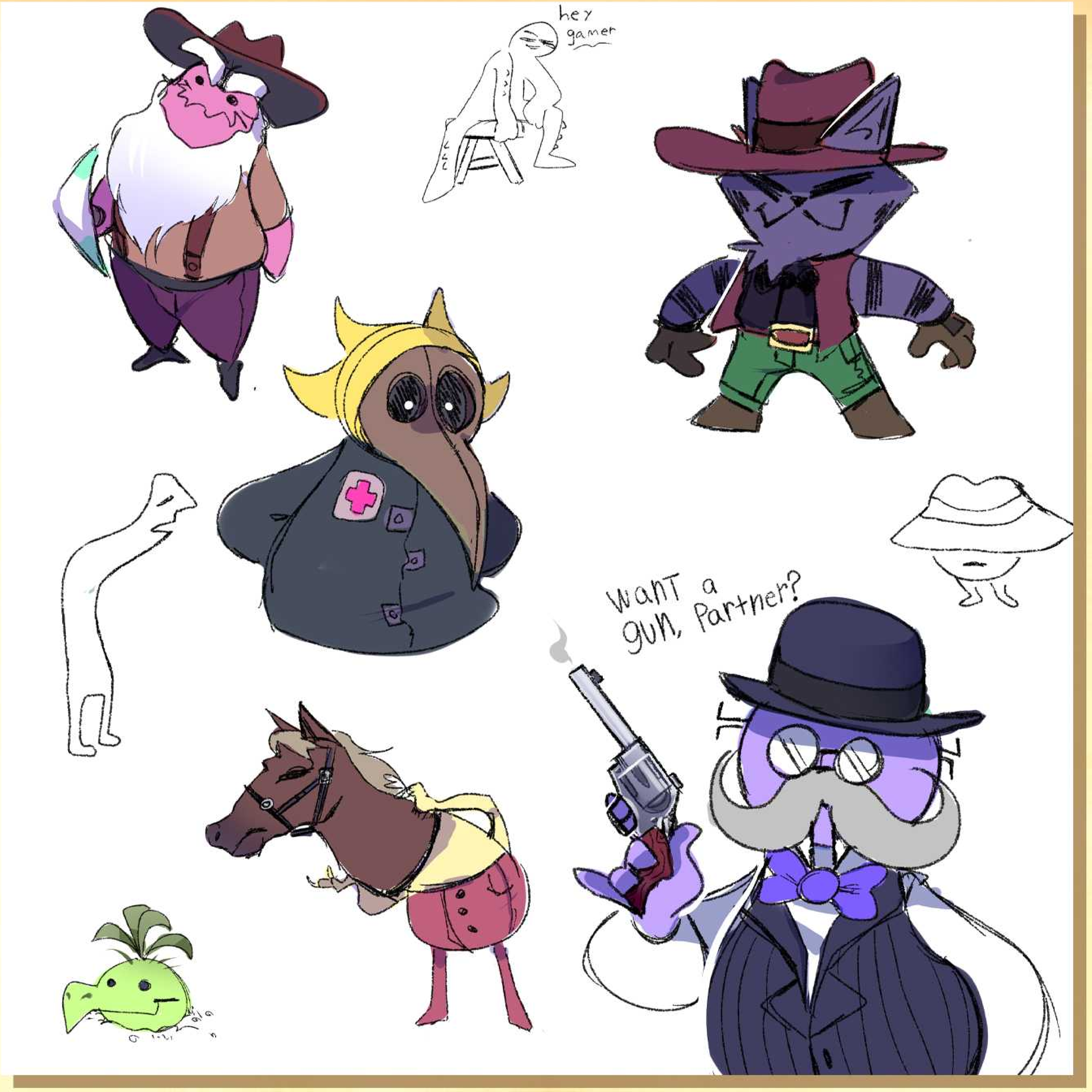
shopkeeper.png - 2017
Figburn



shopkeeper_concept.png - 2017
Sweaterbat
Dina used to be pink before we realized we had too many pink/purple colored vendors.

Dunked her in orange juice.

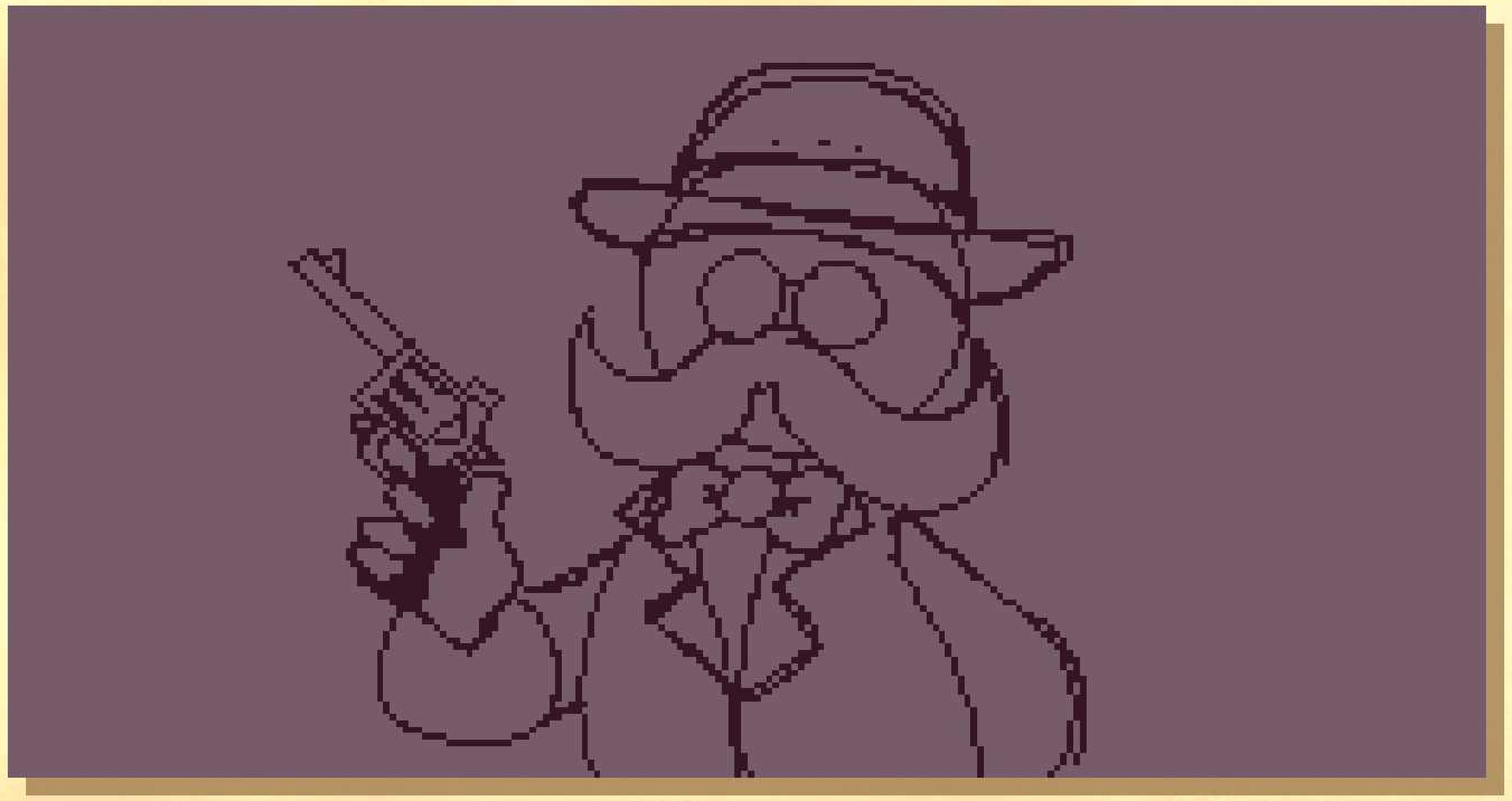
- Sword



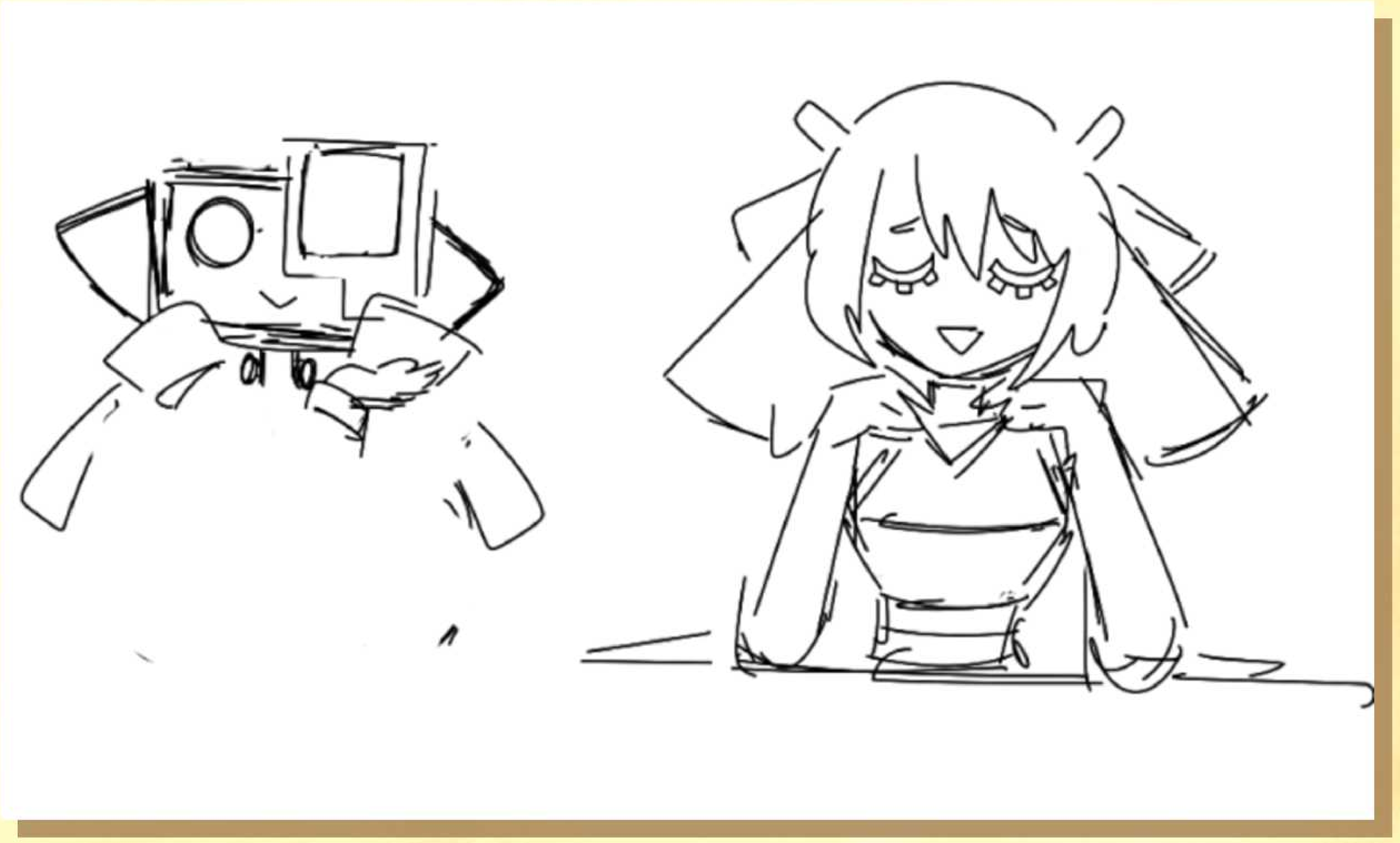
npcs_wild_east.png - 2019
Figburn
Ever since I first drew the "chair guy" NPC in 2019, I begged and pleaded with Master Sword every year to let him be in the game. Only when we were adding fun values did he finally crack and let me put him in.

Thank you Master Sword Remix.

- Fig

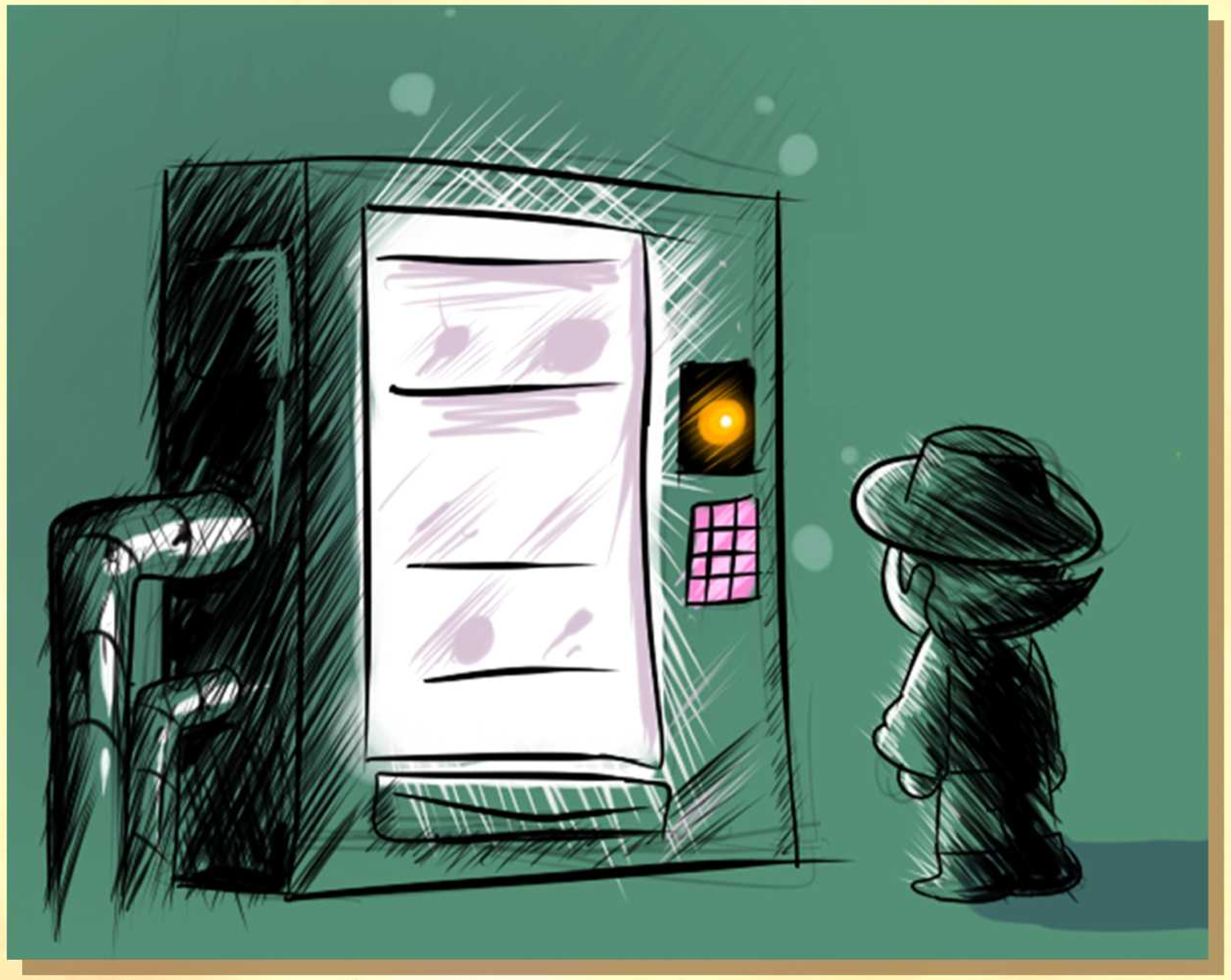


gun_shopkeeper.png - 2019
Figburn

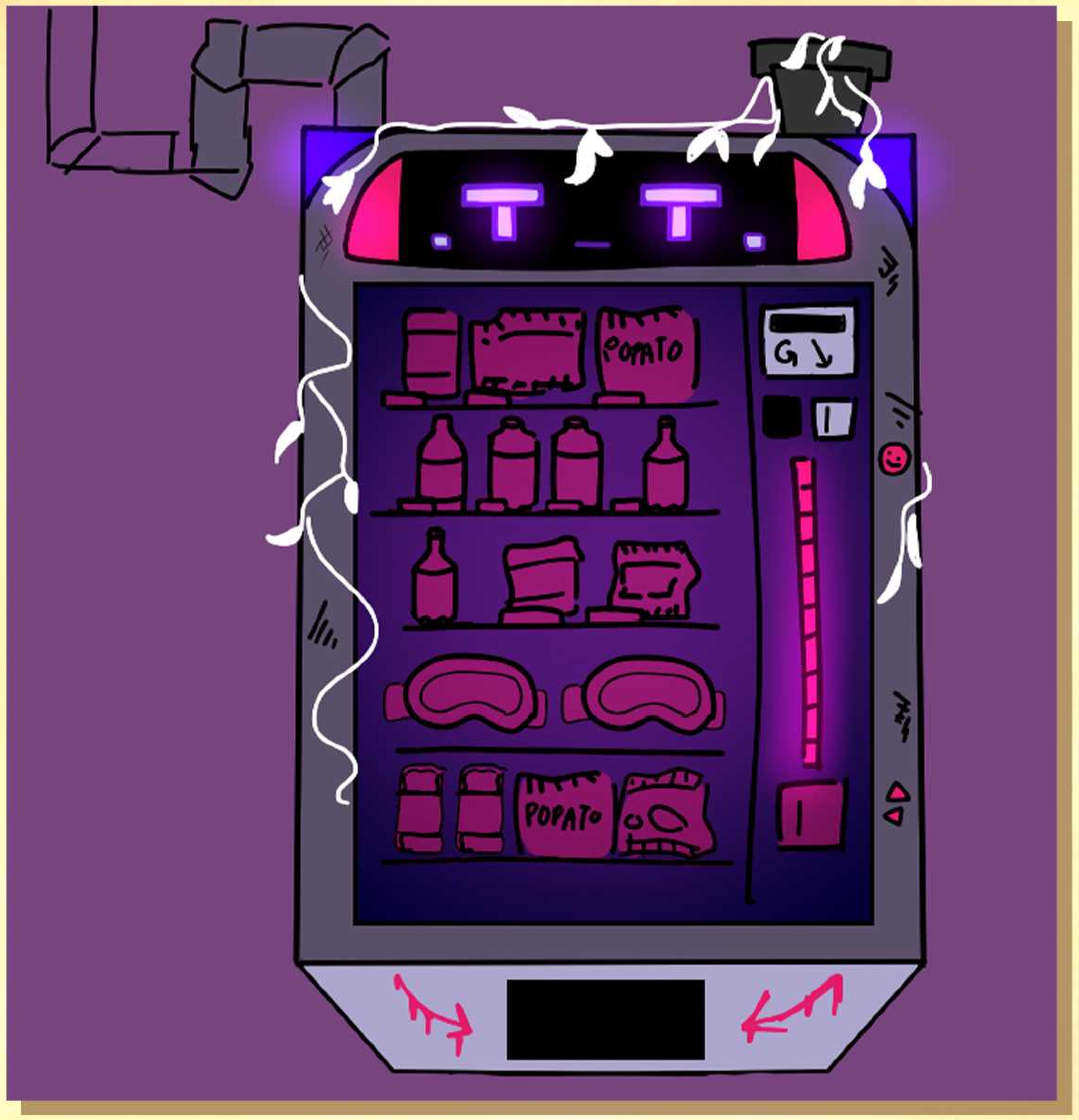


smug.png - 2020
TeleviQ
I remember being so excited at the prospect of creating cute girl robots for the Steamworks, so my first concept for Vendy was exactly that. Turns out... I forgot the plan was that she was a vending machine. But the final concept became just as, if not even cuter!!

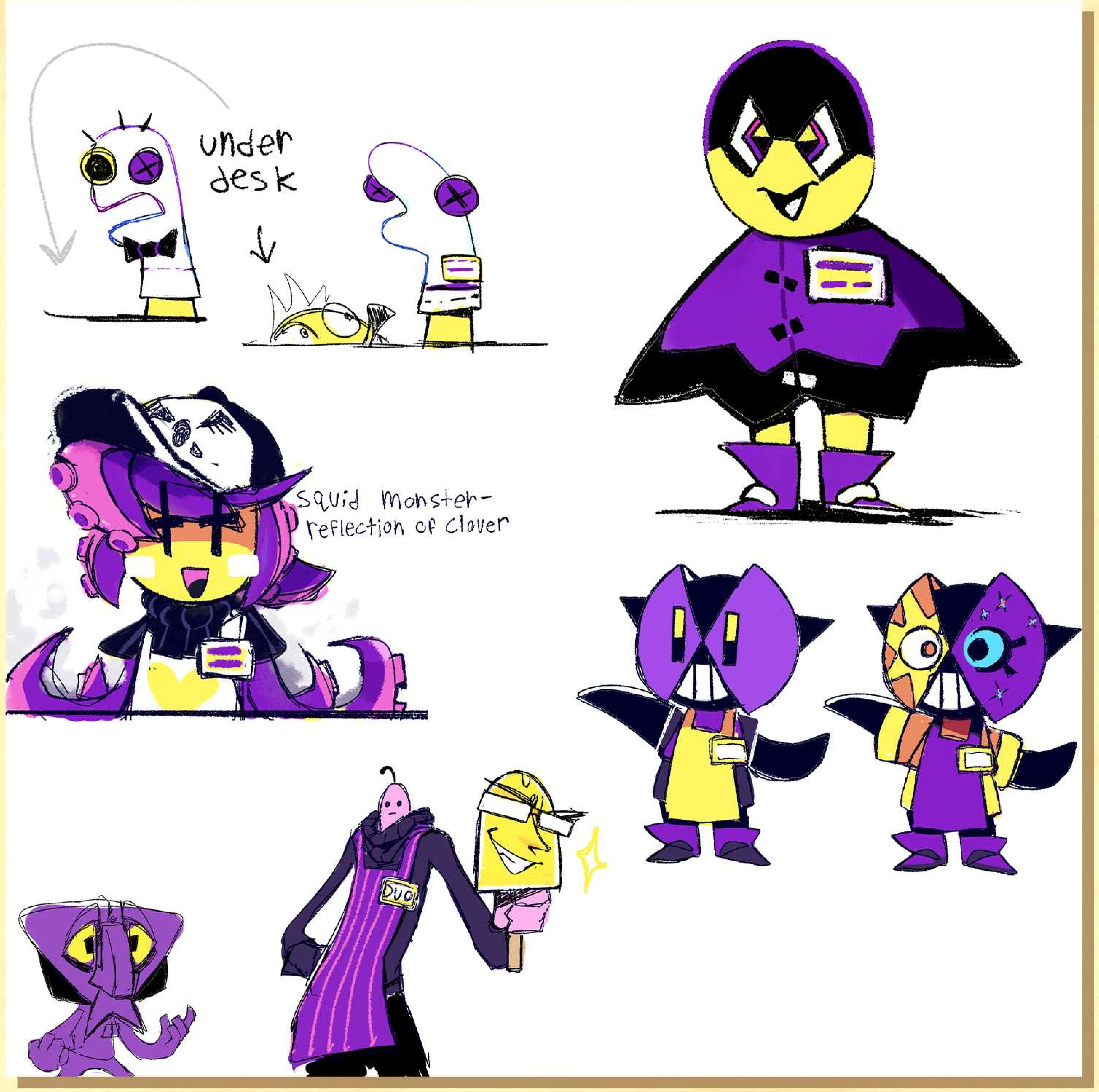
- TeleviQ



vending_machine.png - 2019
TeleviQ

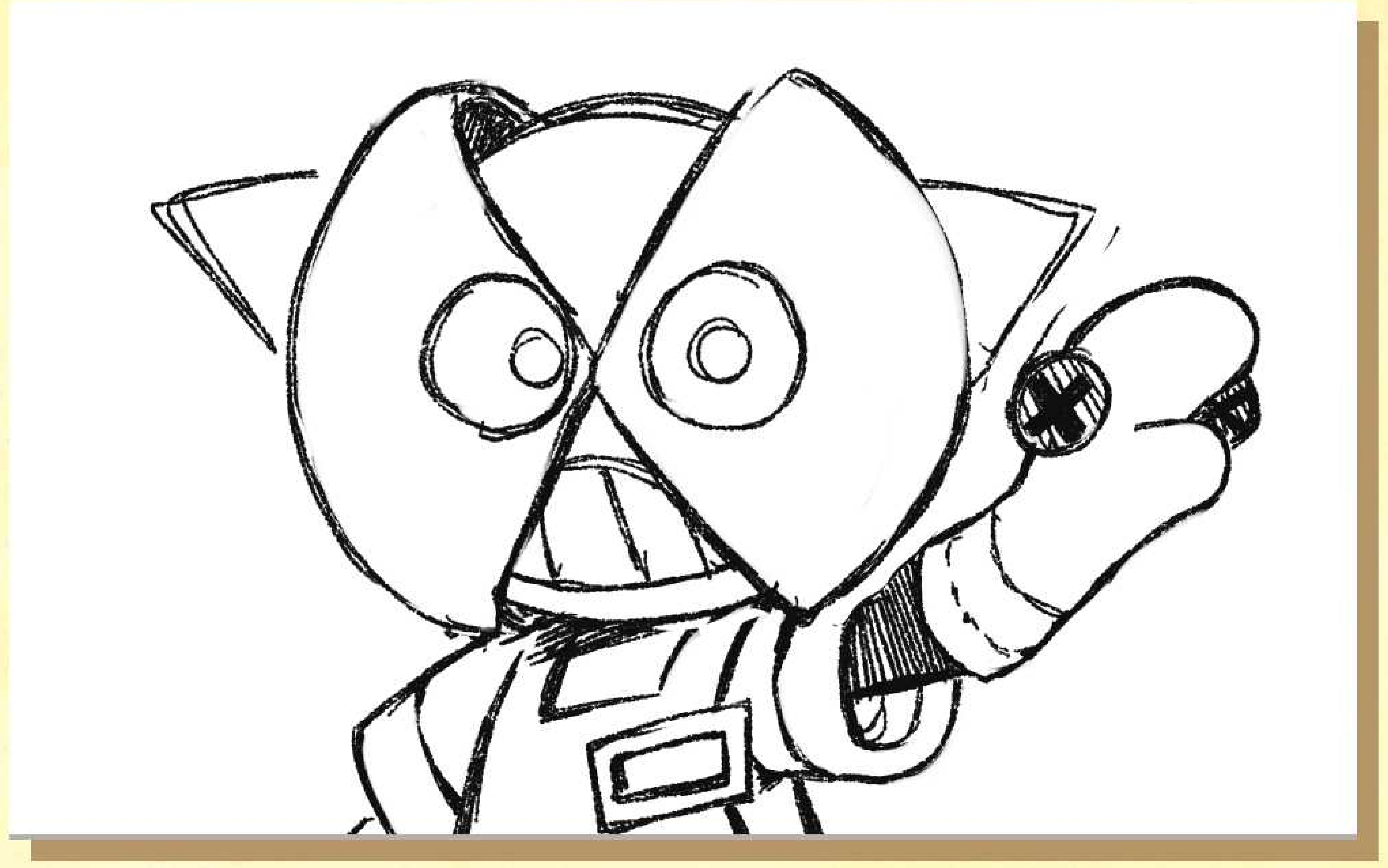


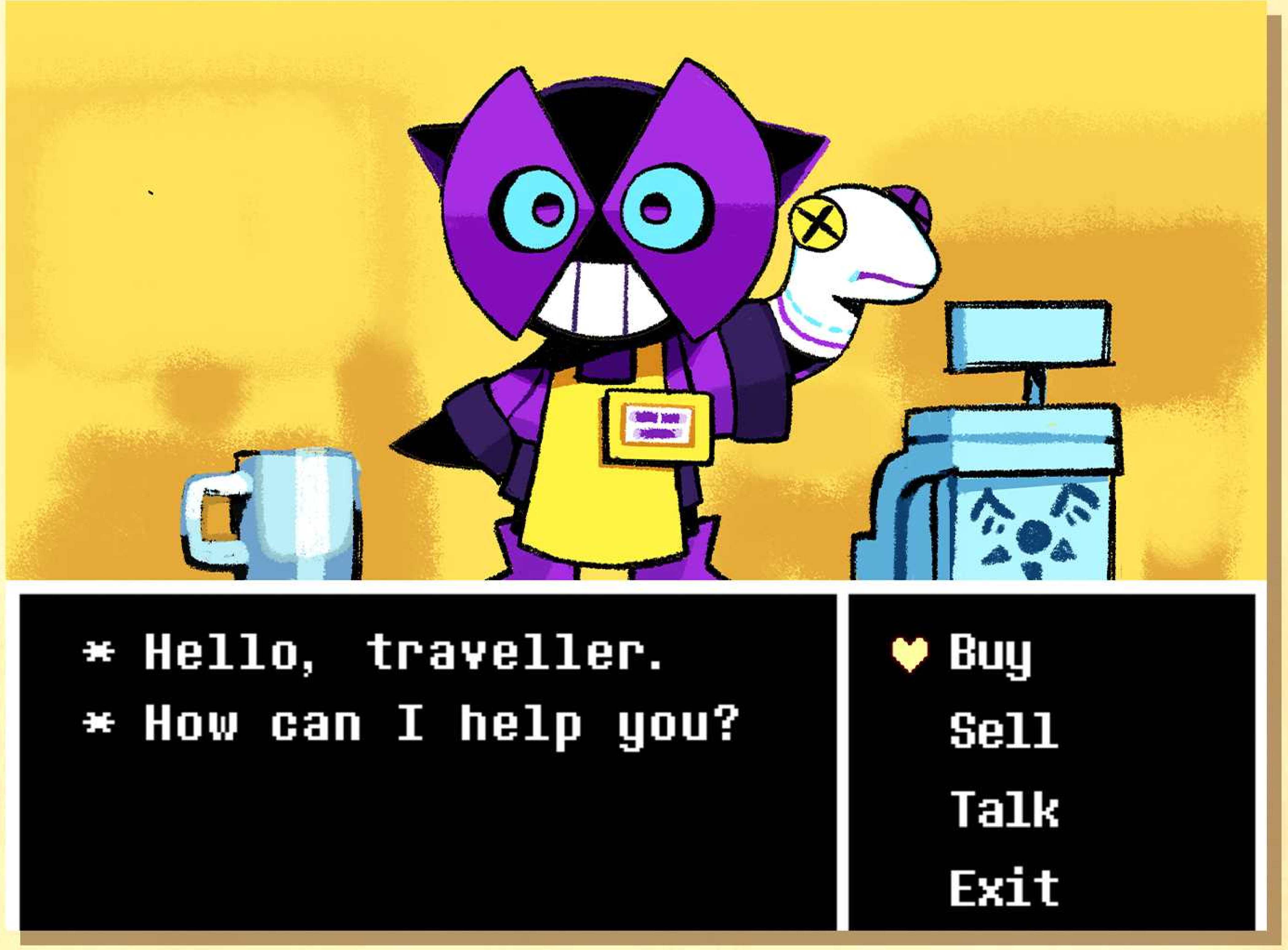
vendy.png - 2020
TeleviQ


under desk
squid monster-
reflection of clover
DUO

hotel_npcs.png - 2021
Figburn
The only thing I had a solid idea for was the palette. I tried a lot of different directions with the design. We ended up merging a few of them for the final Bits and Buttons.
- Fig

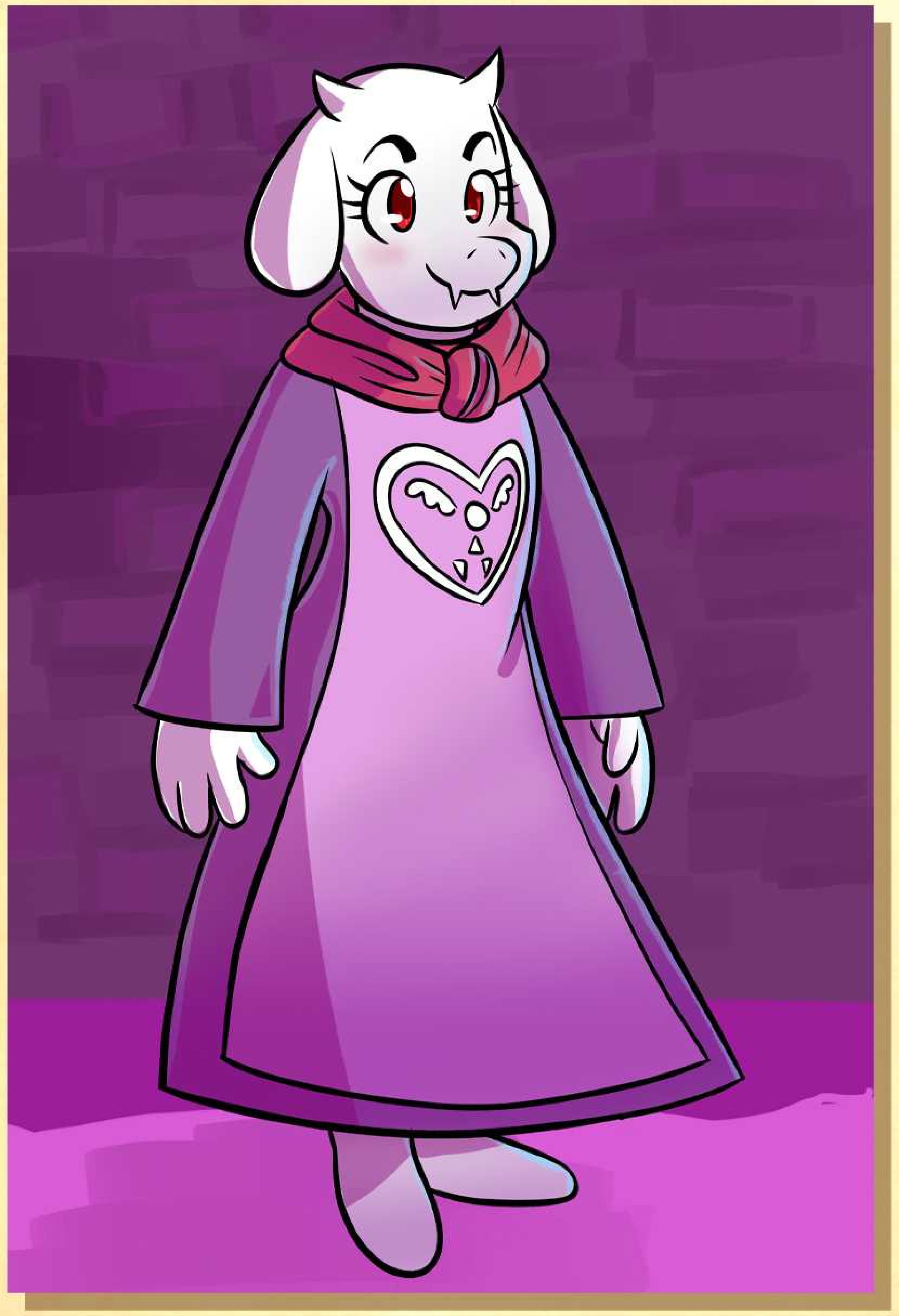
puppet boi.png - 2021
Figburn




* Hello, traveller.
* How can I help you?
♥ Buy
Sell
Talk
Exit

Sock Shop.png - 2021
Figburn

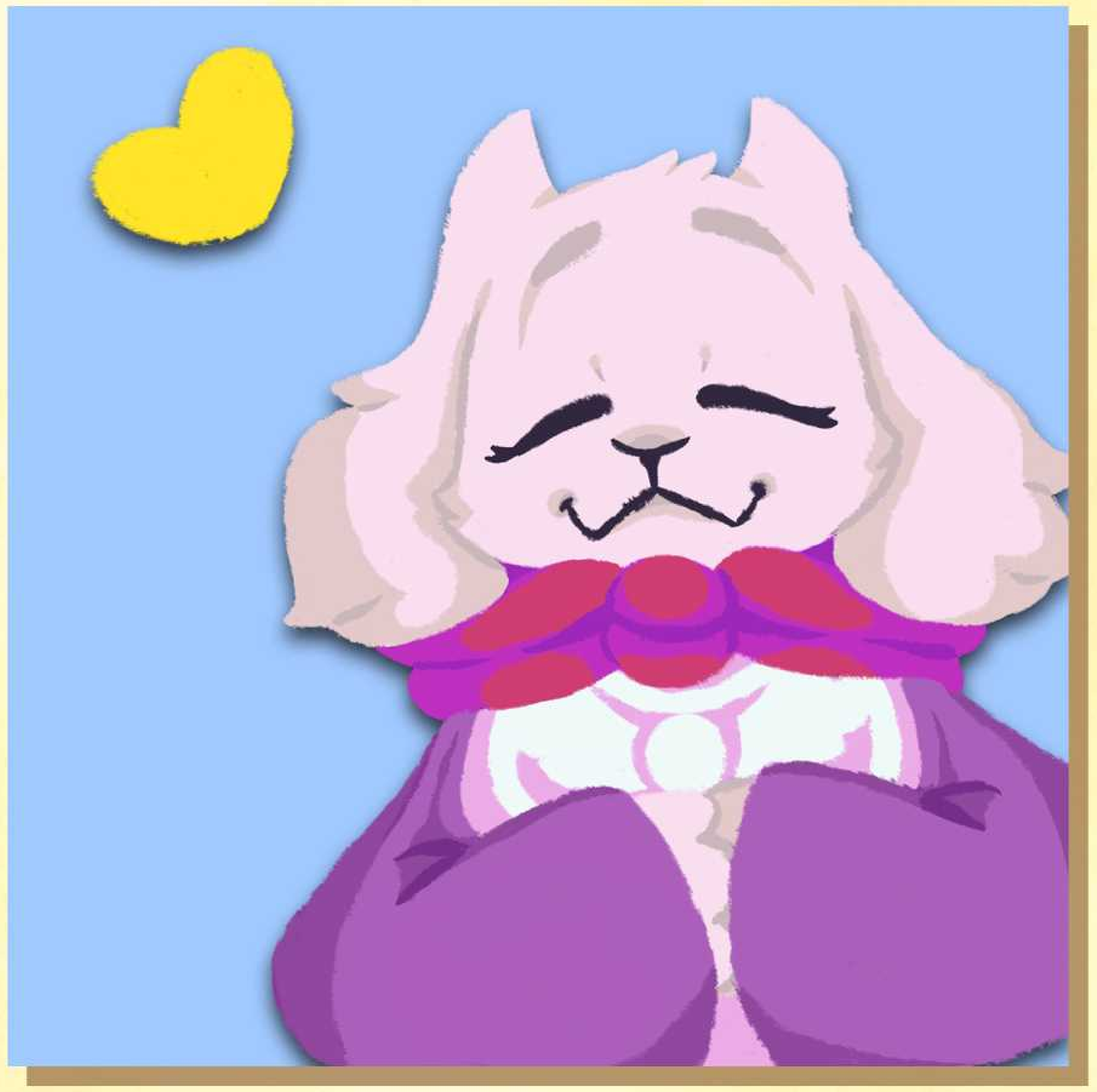
EVERYONE ELSE

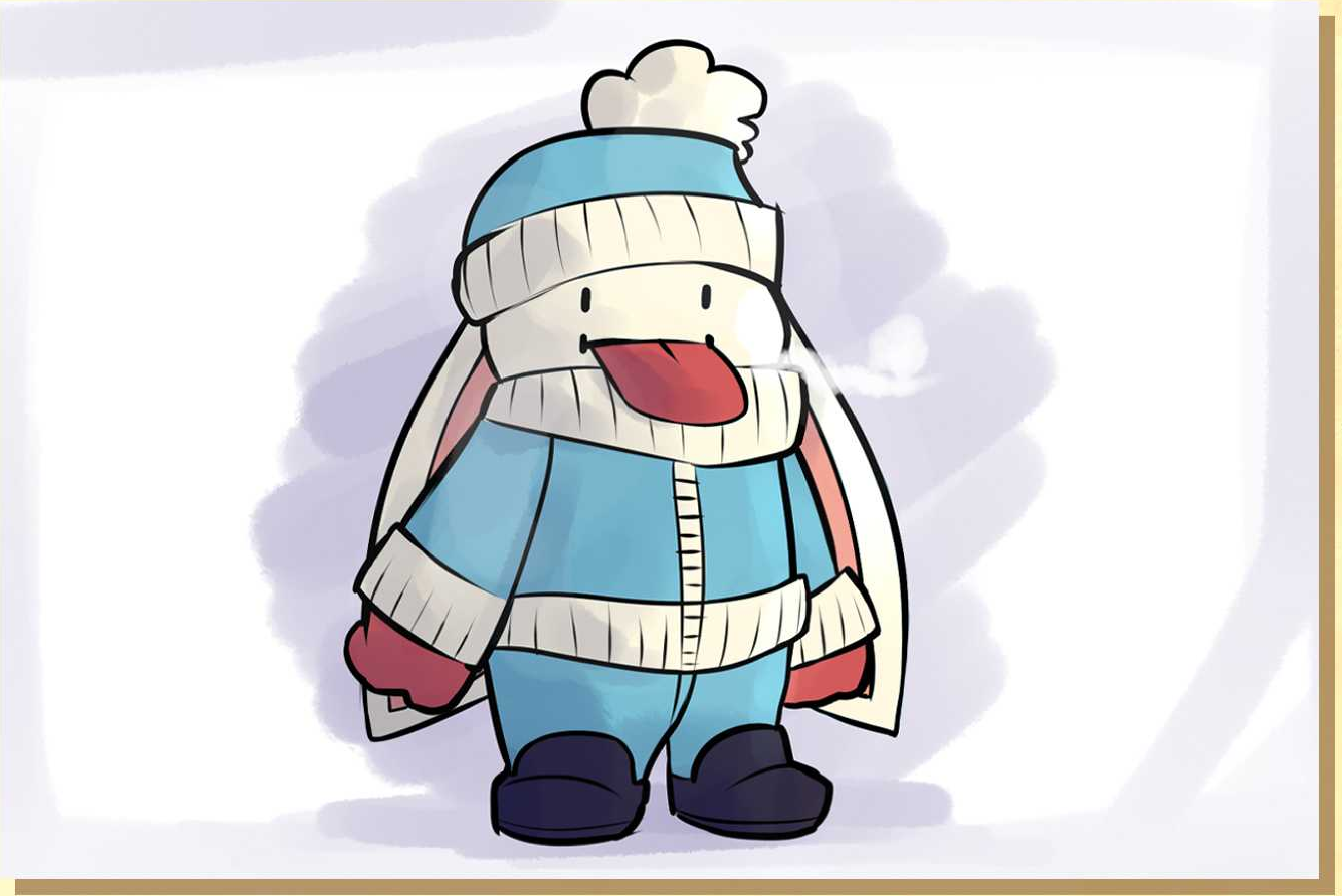


toriel_collab_v2.png - 2016
LitvacArt, Figburn
Even though she only appears for a brief moment, I like the new (old?) fit we gave Toriel.

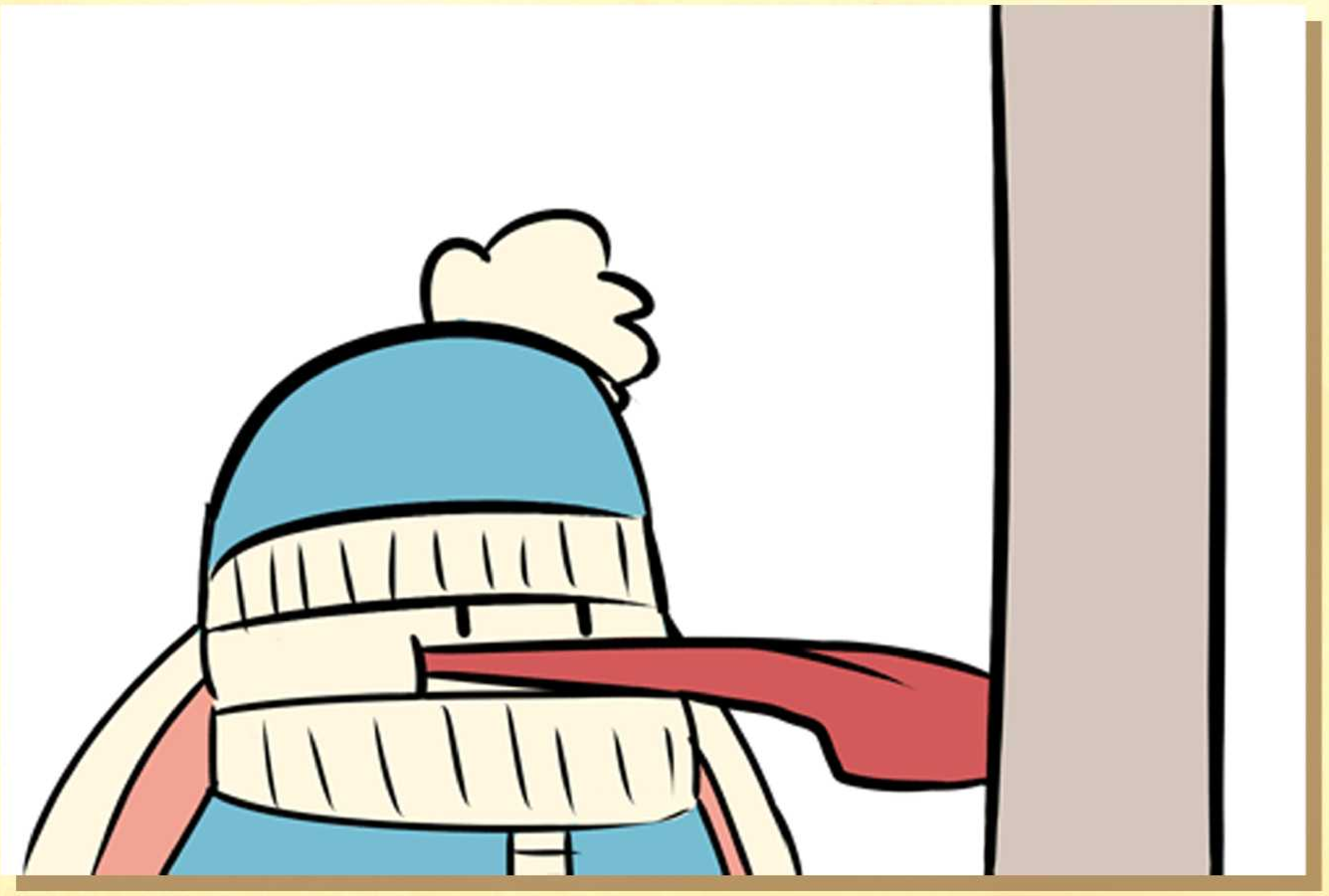
- Sword

toriel.png - 2017
InkuNoodle





snowdin_npc.png - 2017
NeroSensei



SLURP-GIF.gif - 2017
NeroSensei
His name is the most literal thing I could think about.

He is a good boy, he deserves it.

- Nero

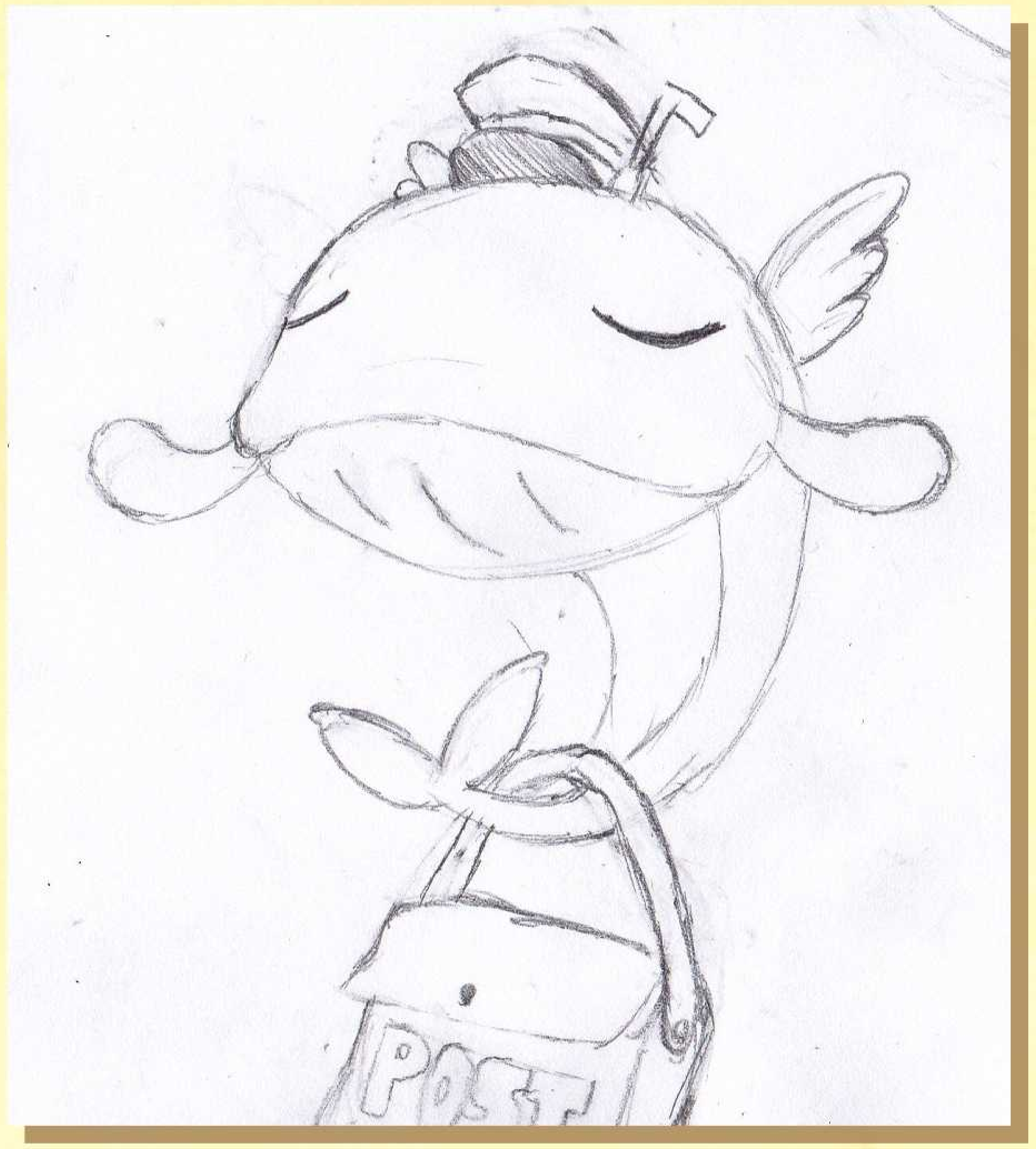
Mail_Whale.jpg - 2017
NoteBlock

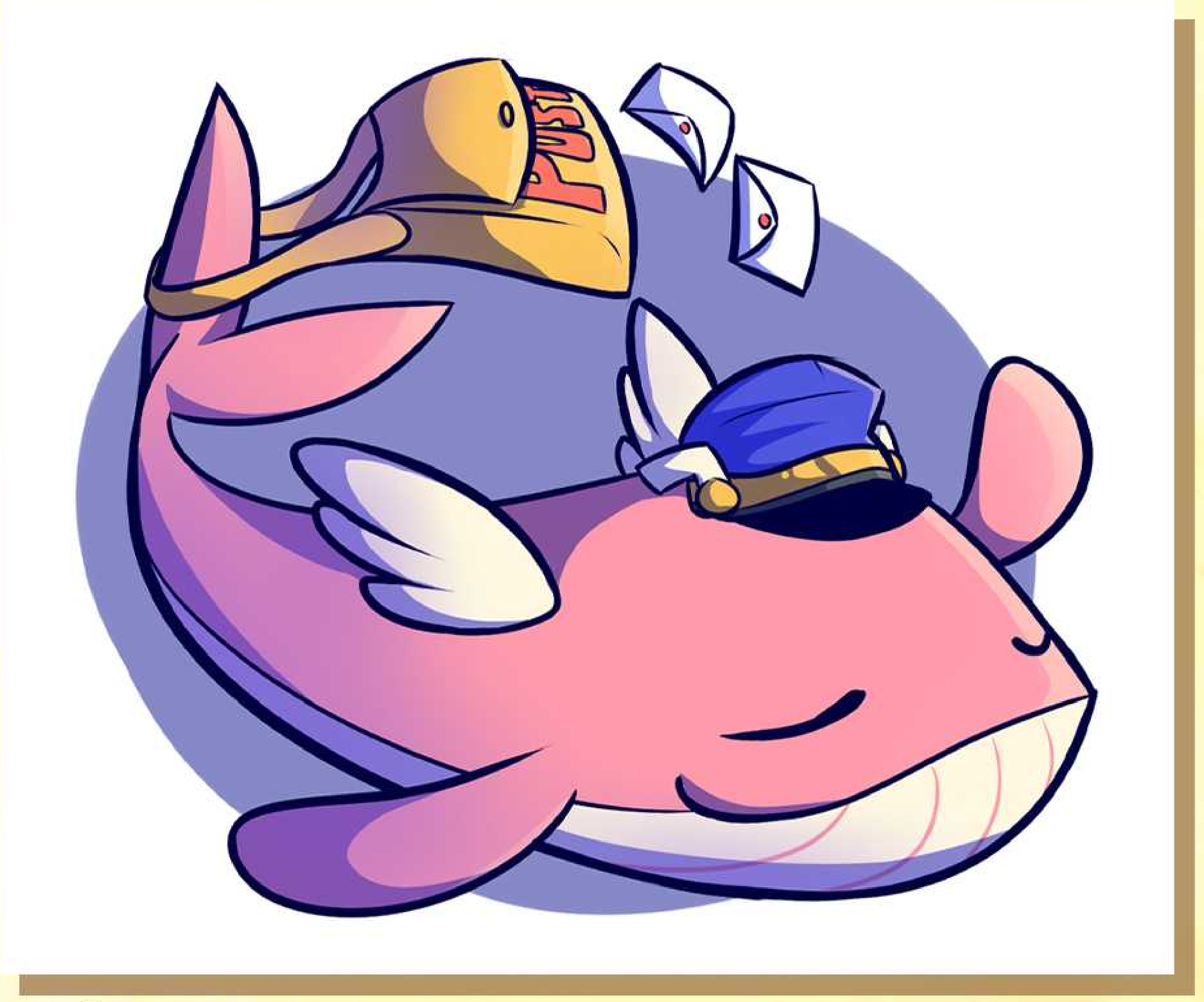
AH YES, the character and postal service game mechanic that spawned completely from me putting the rhyming words "mail" and "whale" together in my head. We even decided to run with the theme of his rhyming name by making all of his dialogue follow suit. The question remained though, how would a whale deliver the mail? The answer?

Flying Whale.

Whales that fly are one of my favorite niche design tropes ever. The Wind Fish from Zelda, Wailord from Pokémon...
Okay maybe there aren't as many examples of that as I thought.

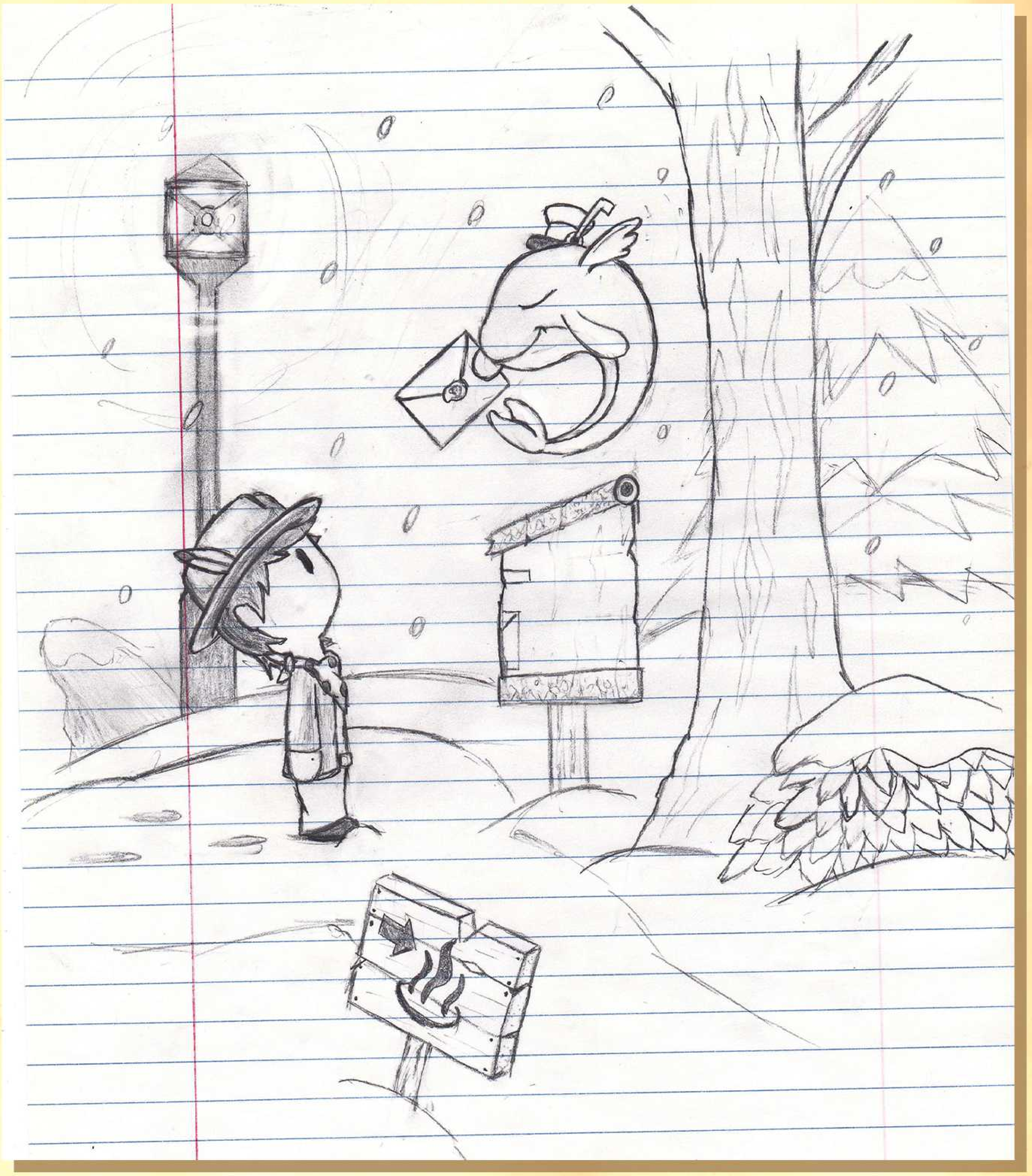
- NoteBlock

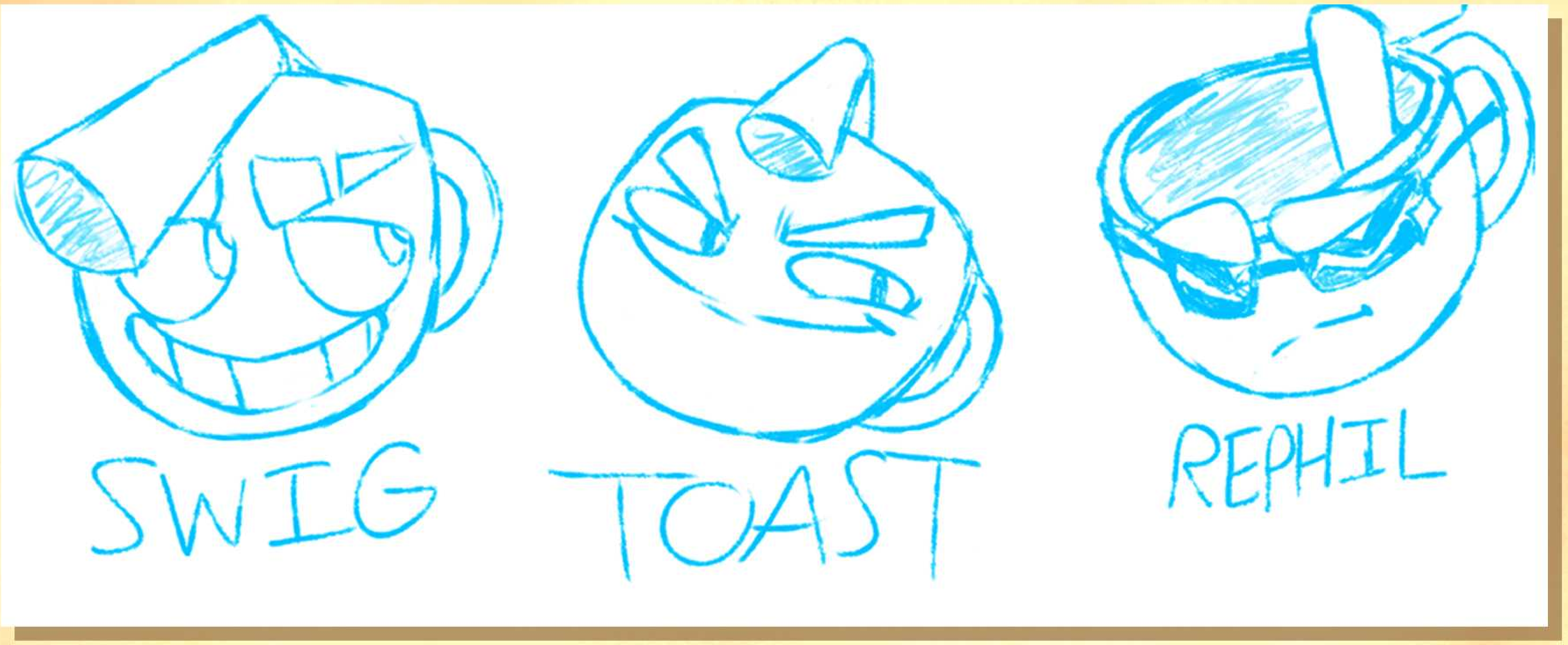




mail_whale_nero.png - 2017
NeroSensei

Clov_and_the_Mail_Whale.png - 2017
NoteBlock

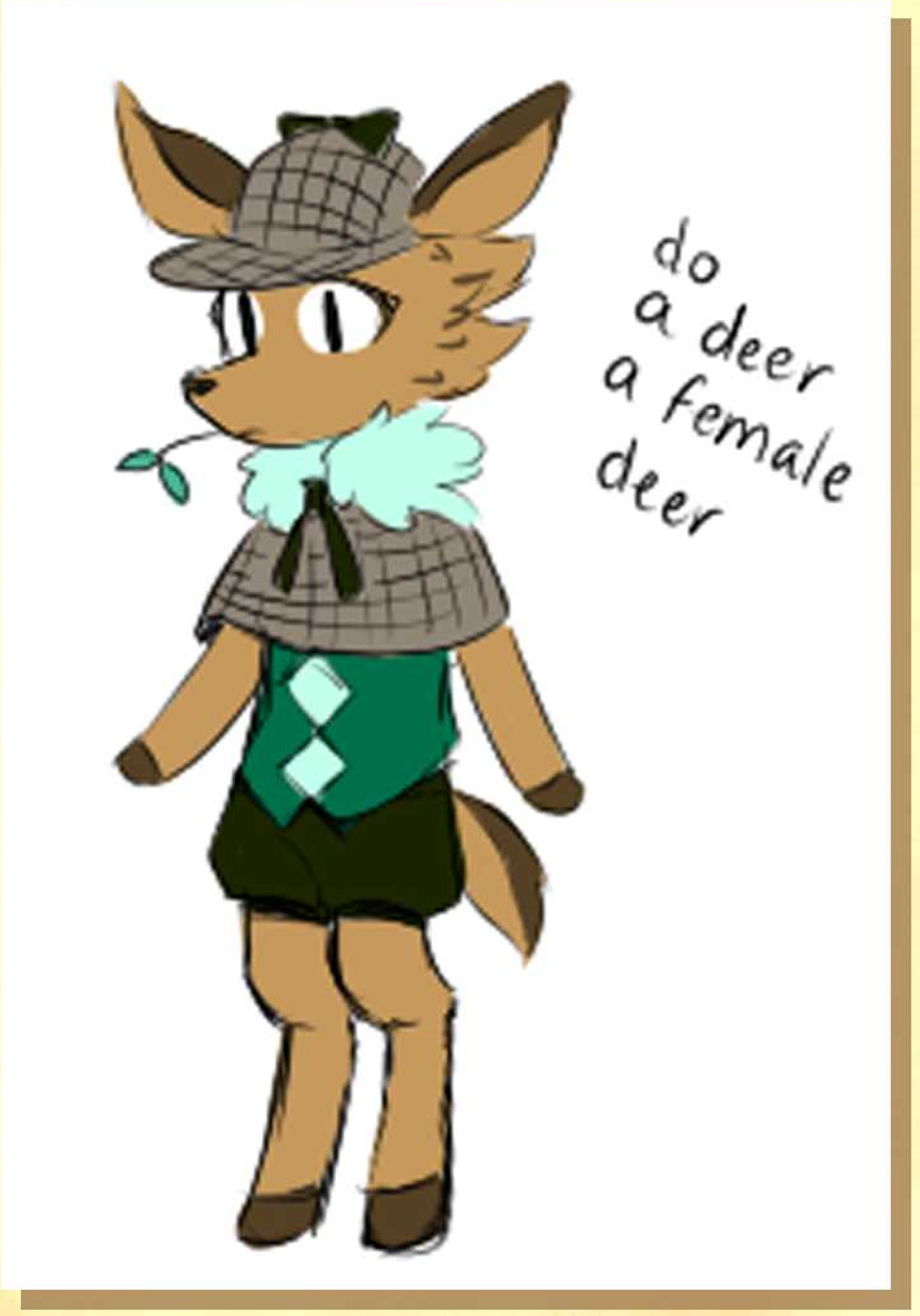



SWIG
TOAST
REPHIL

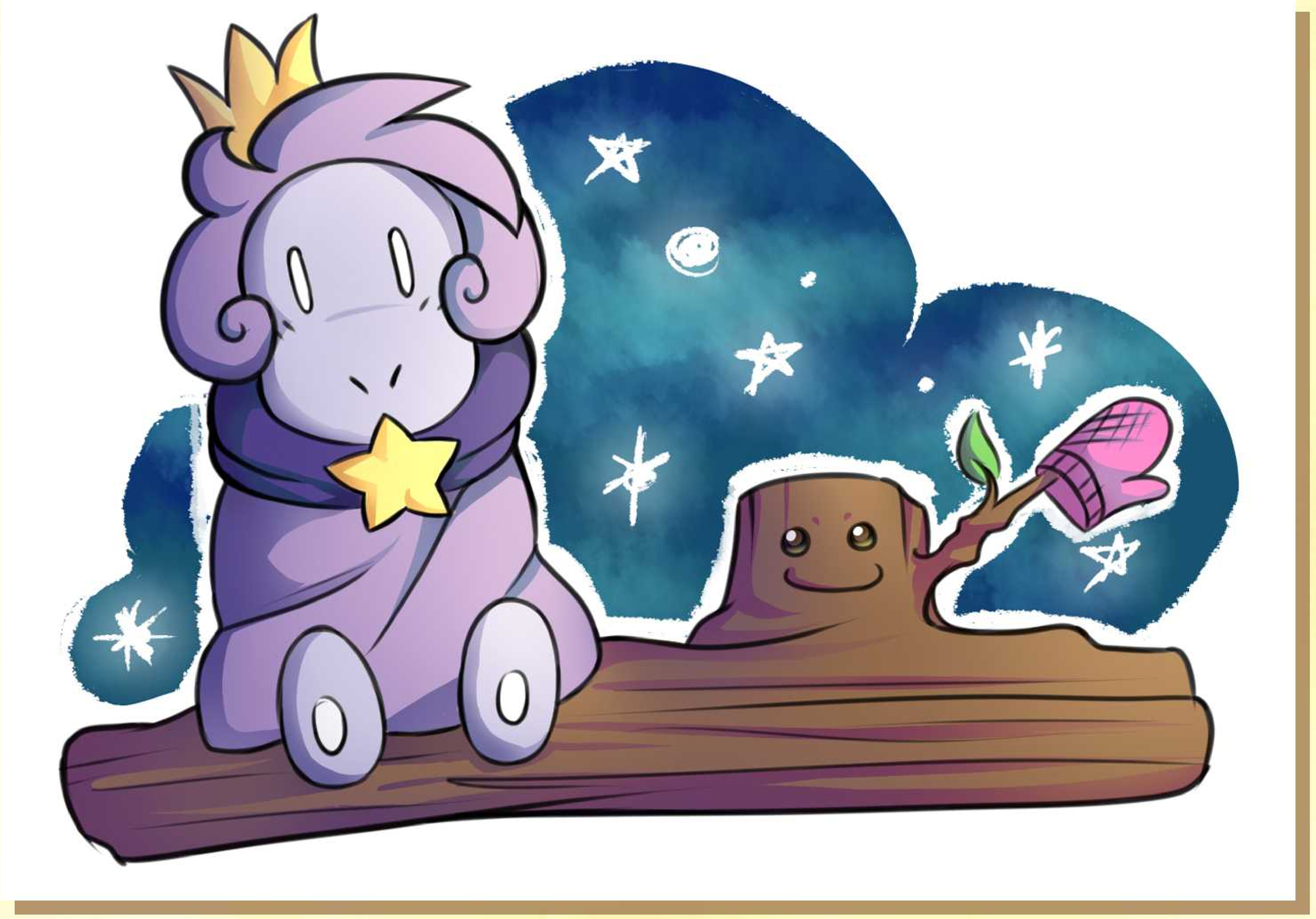
Shufflers.png - 2017
InkuNoodle

Commentary here

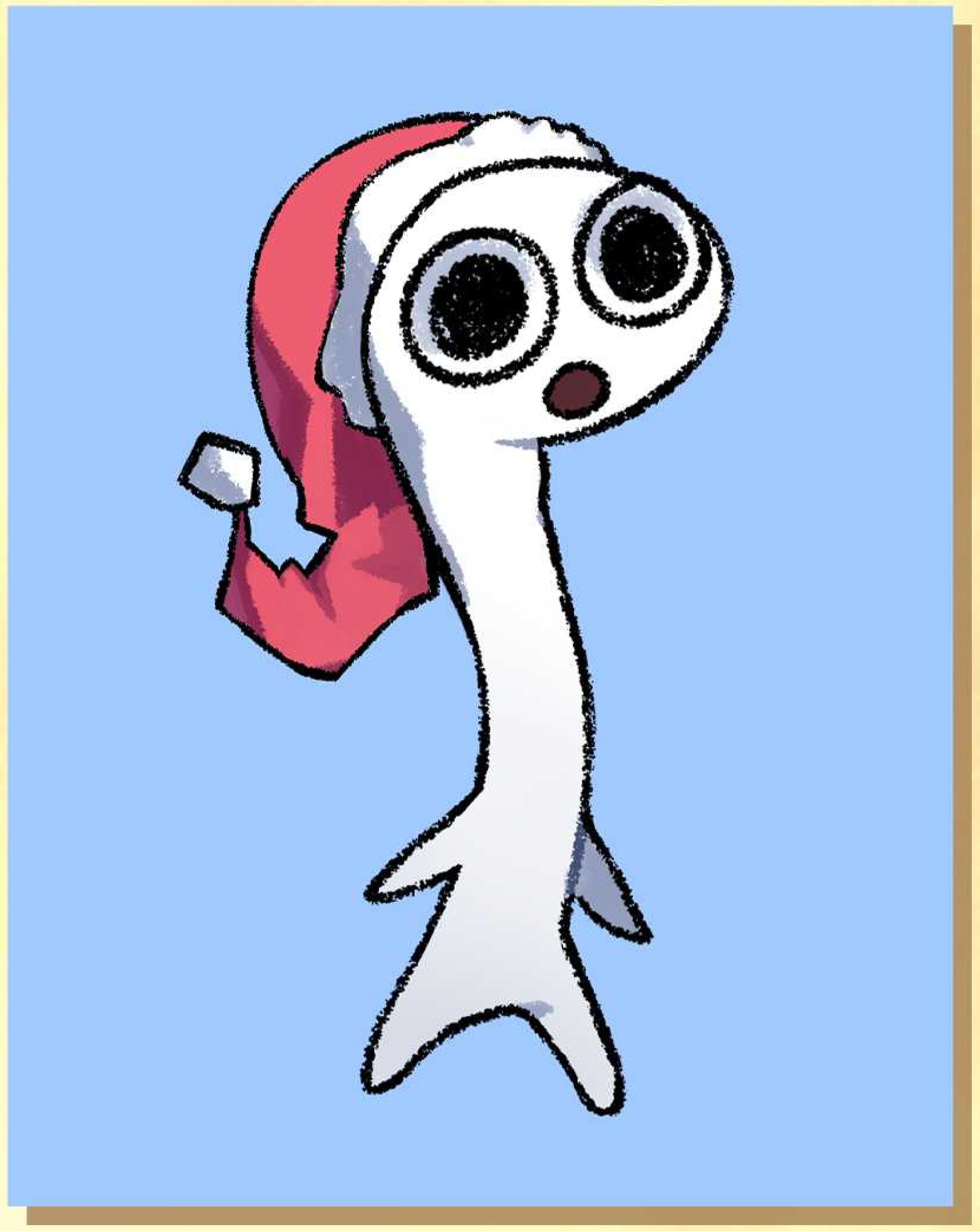
- Sword


do
a deer
a female
deer

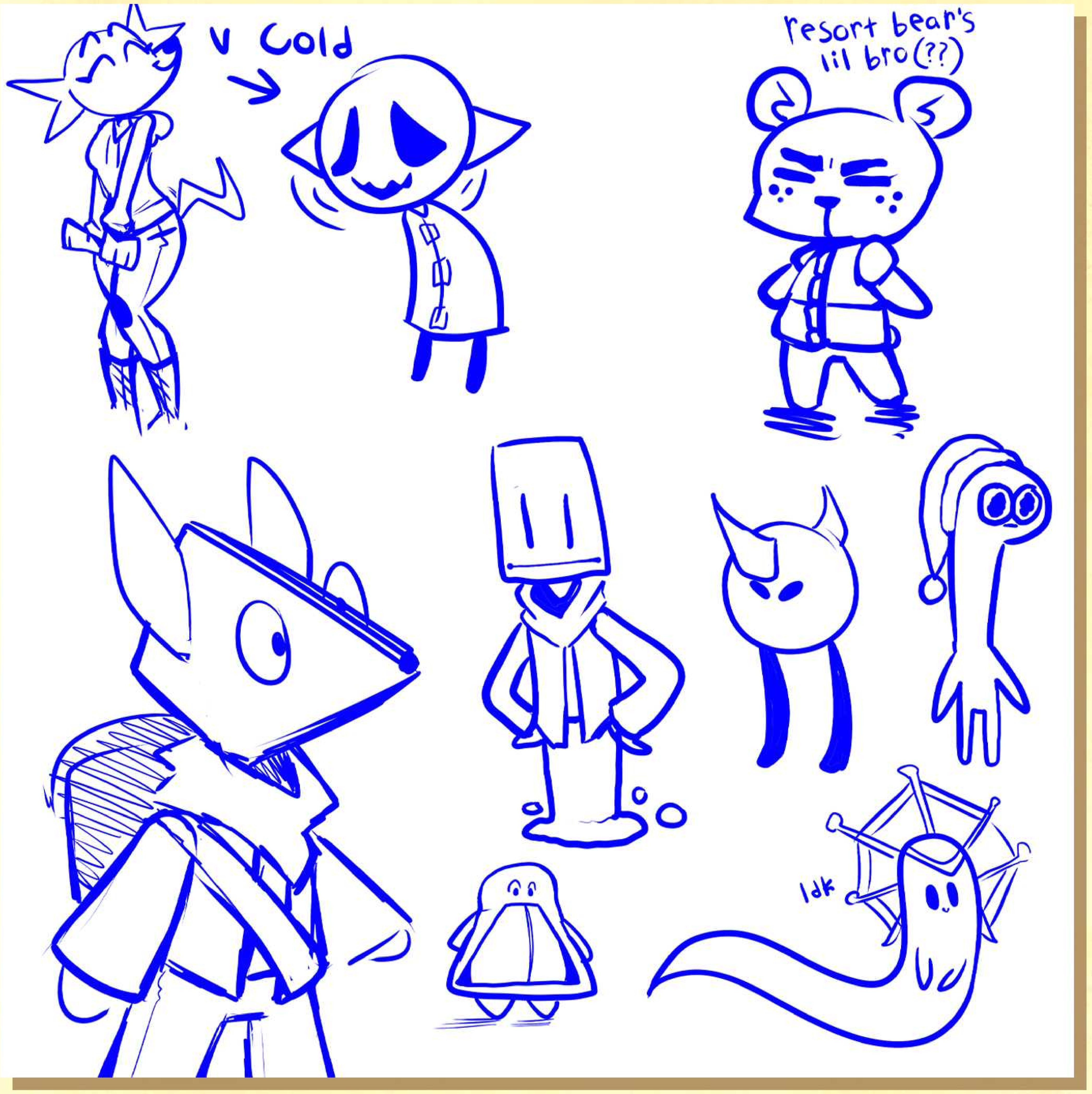
jane_doe.png - 2018
TeleviQ



smol_blankieboi.png - 2017
NeroSensei

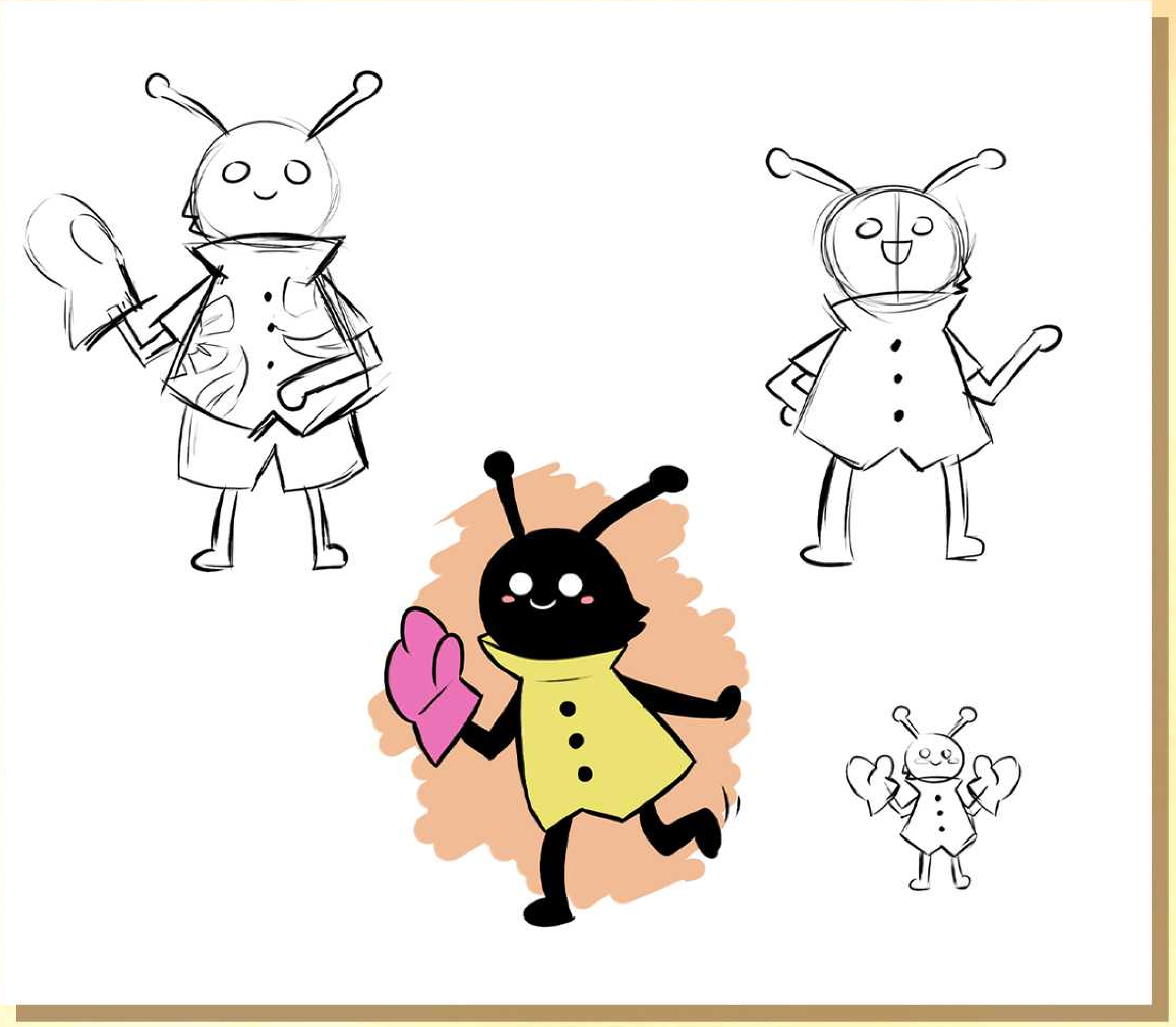


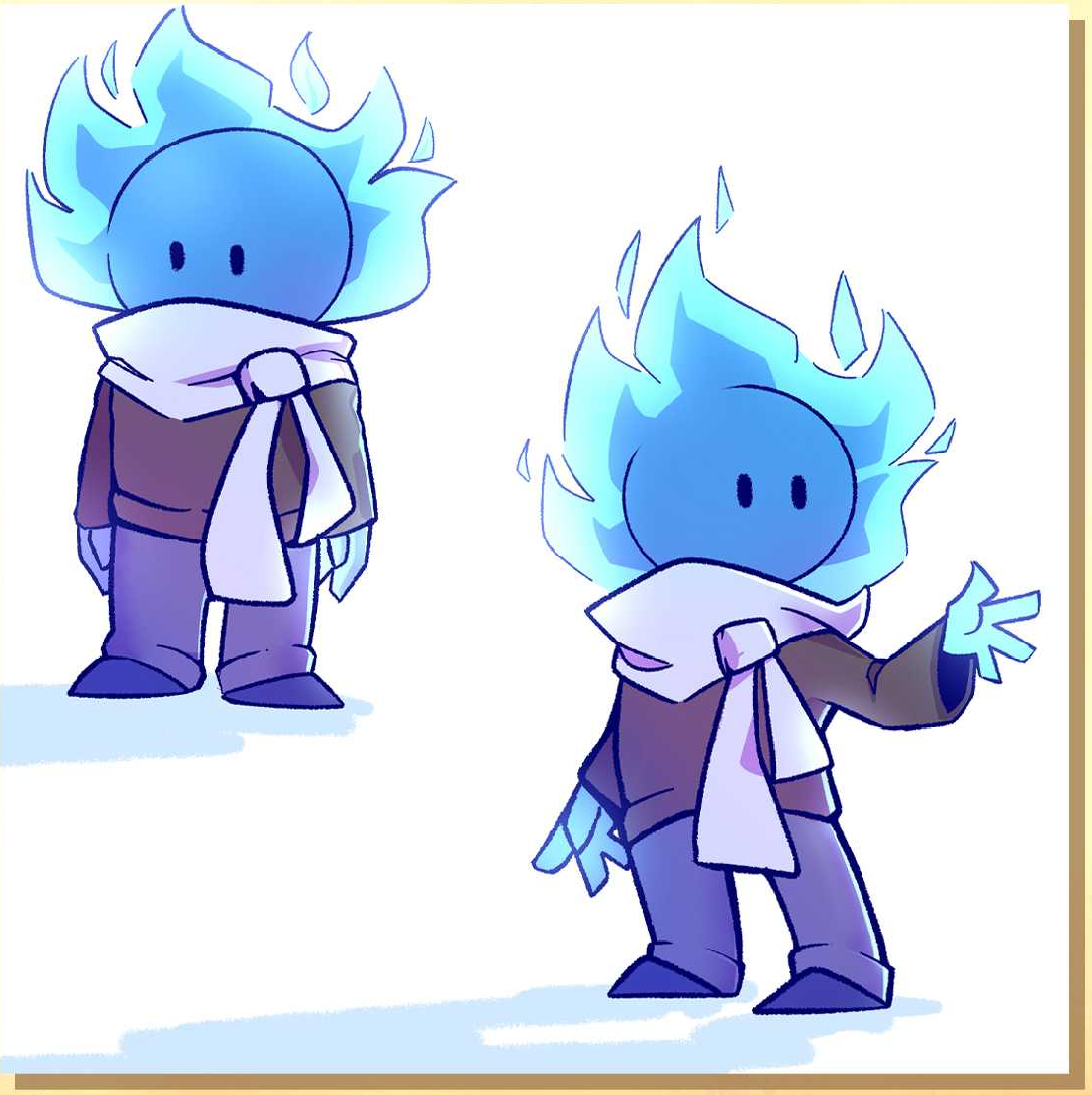
hatman.png - 2019
Figburn


v Cold
resort bear's
lil bro(??)
idk

fignpcs.png - 2018
Figburn

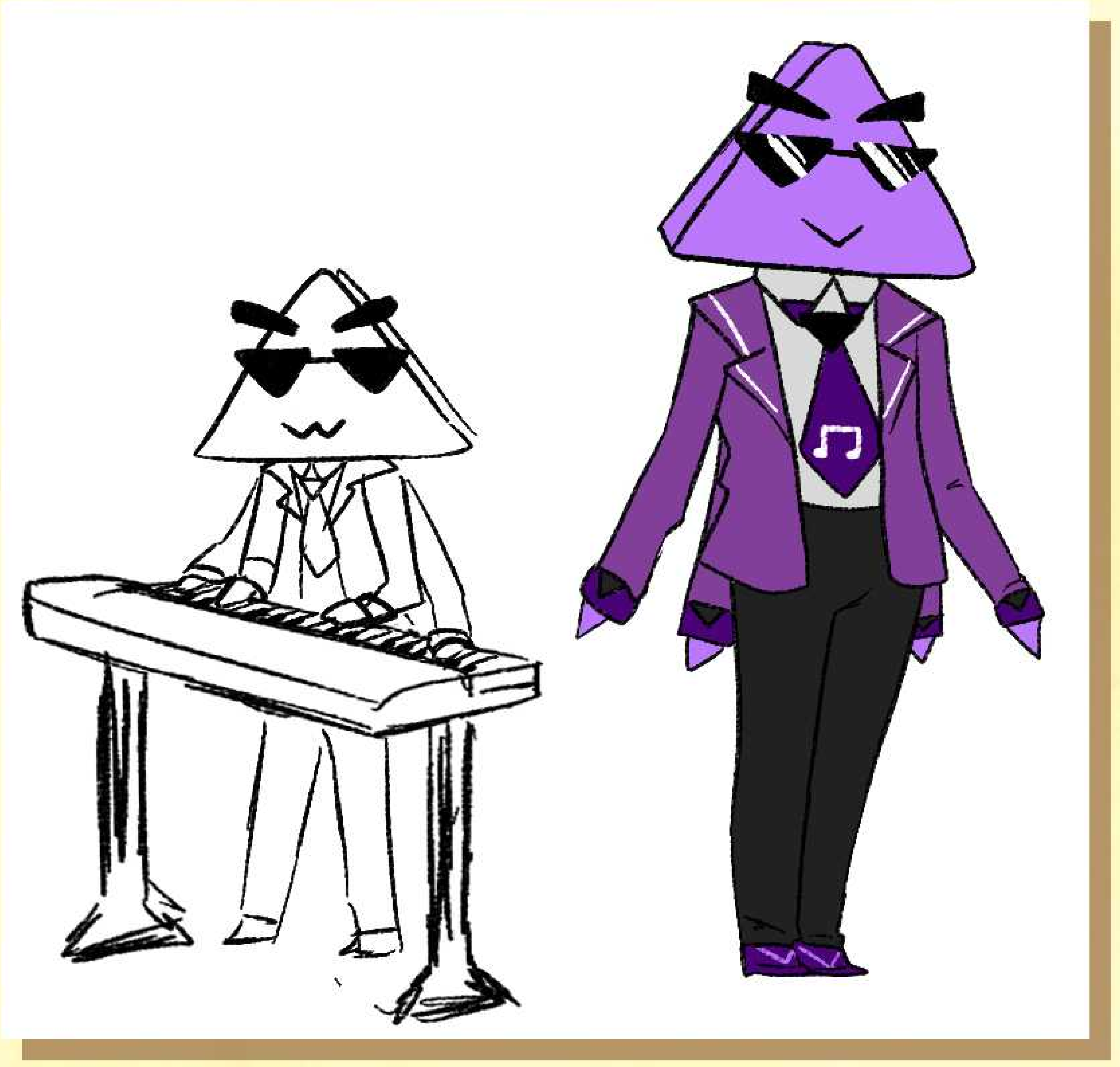
glove_and_friend.png - 2017
NeroSensei



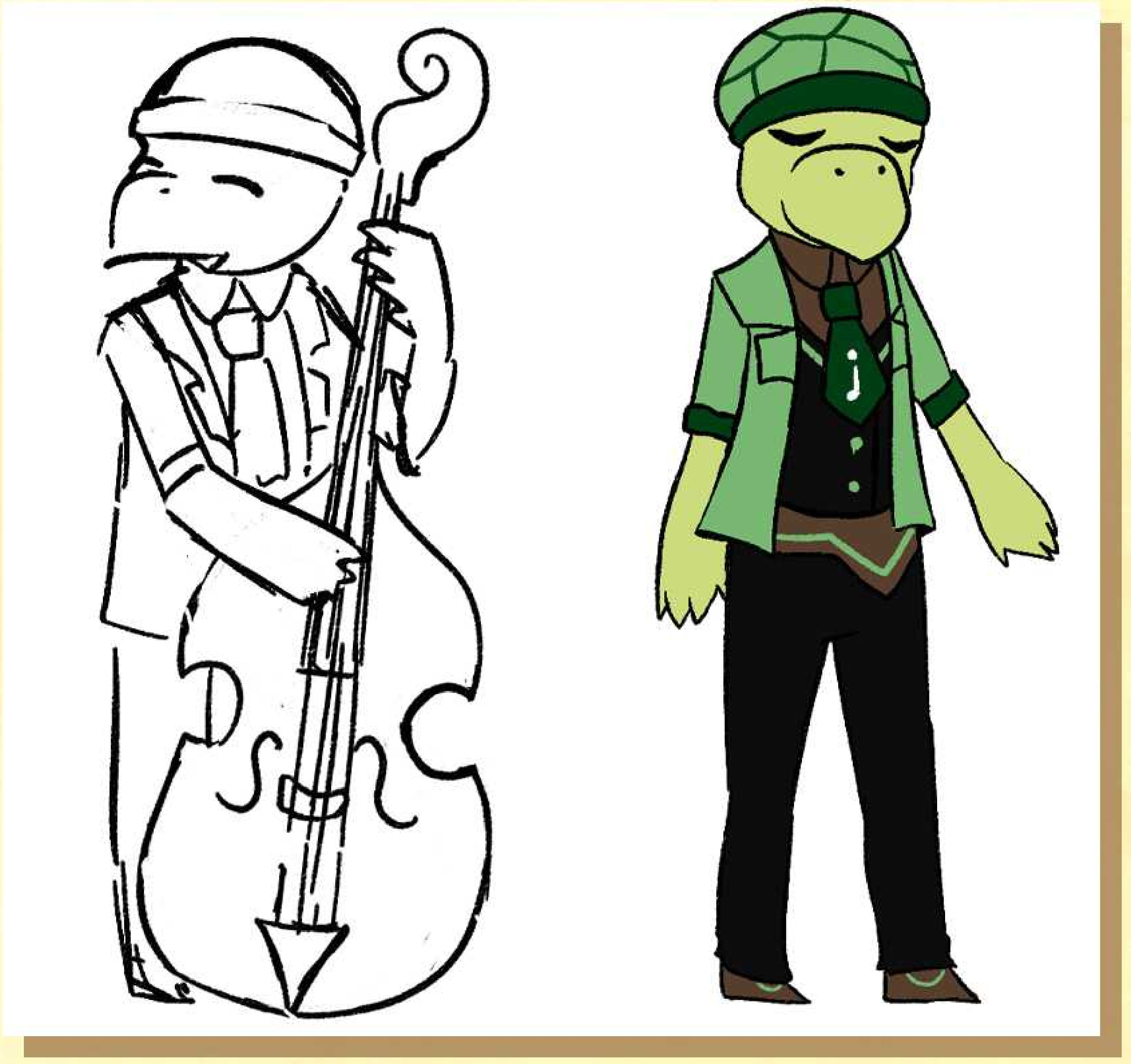


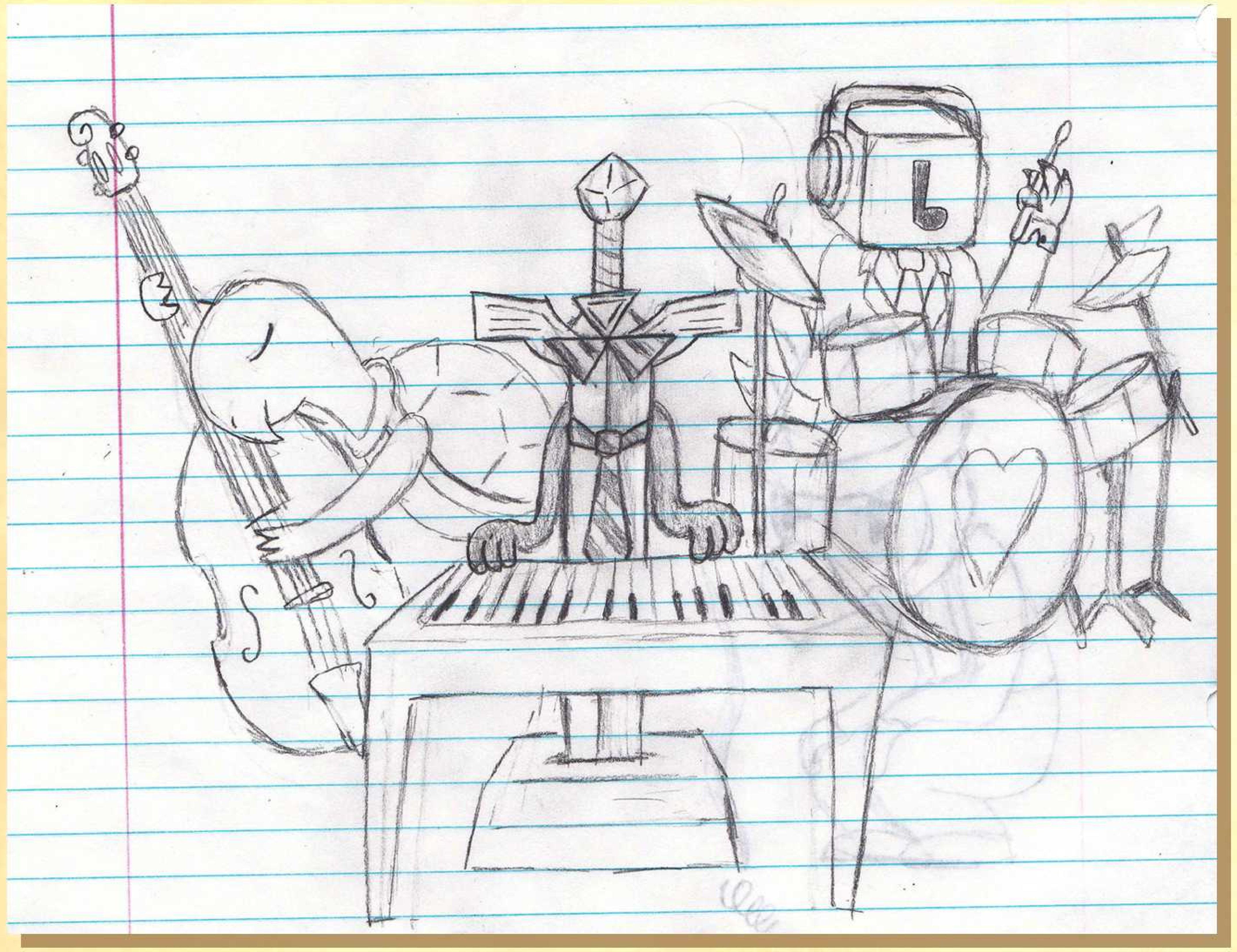
fireman.png - 2017
Figburn

swordswerd.png - 2017
TeleviQ



soundsound.png - 2017
TeleviQ

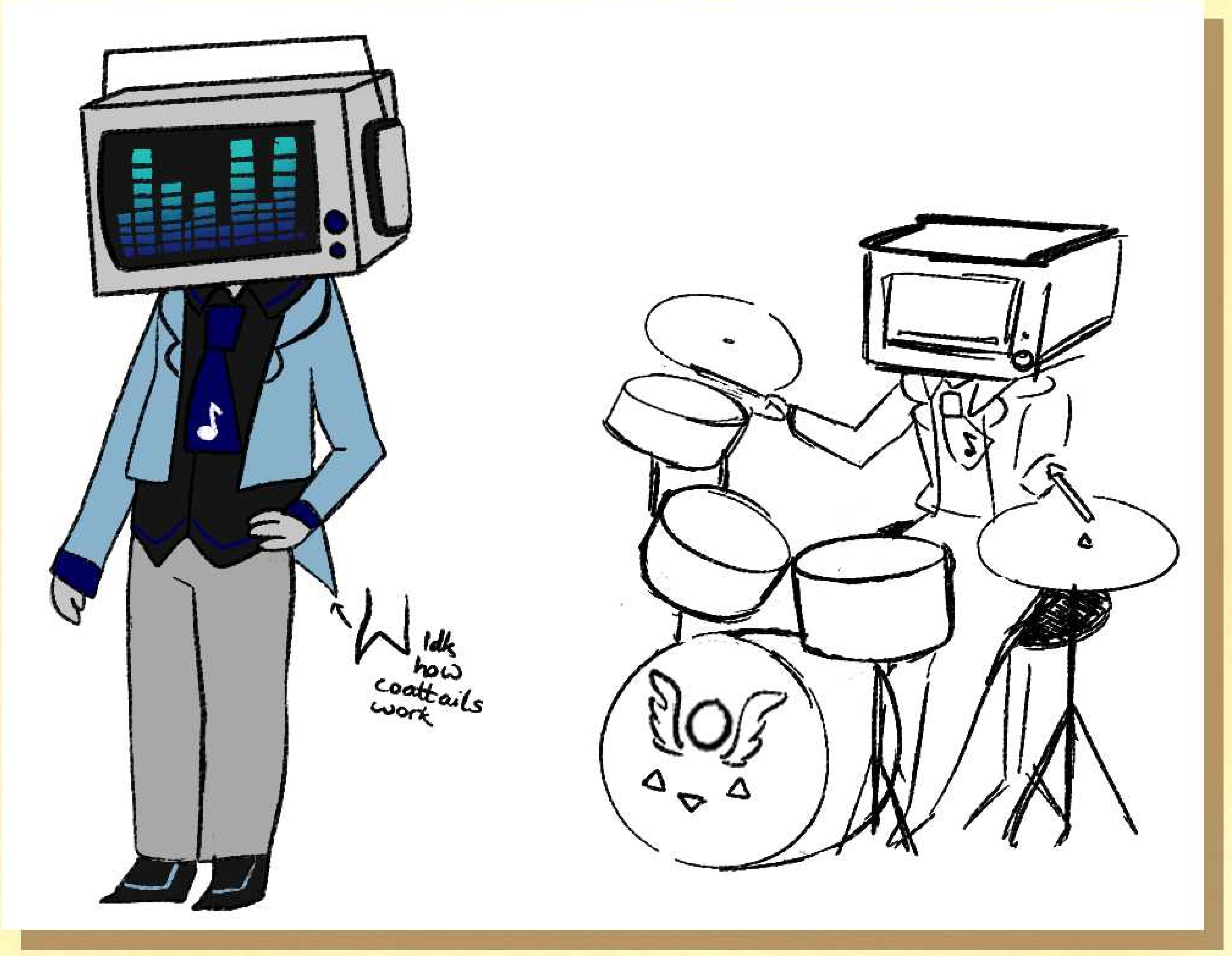




UTY_BAND.png - 2017
NoteBlock

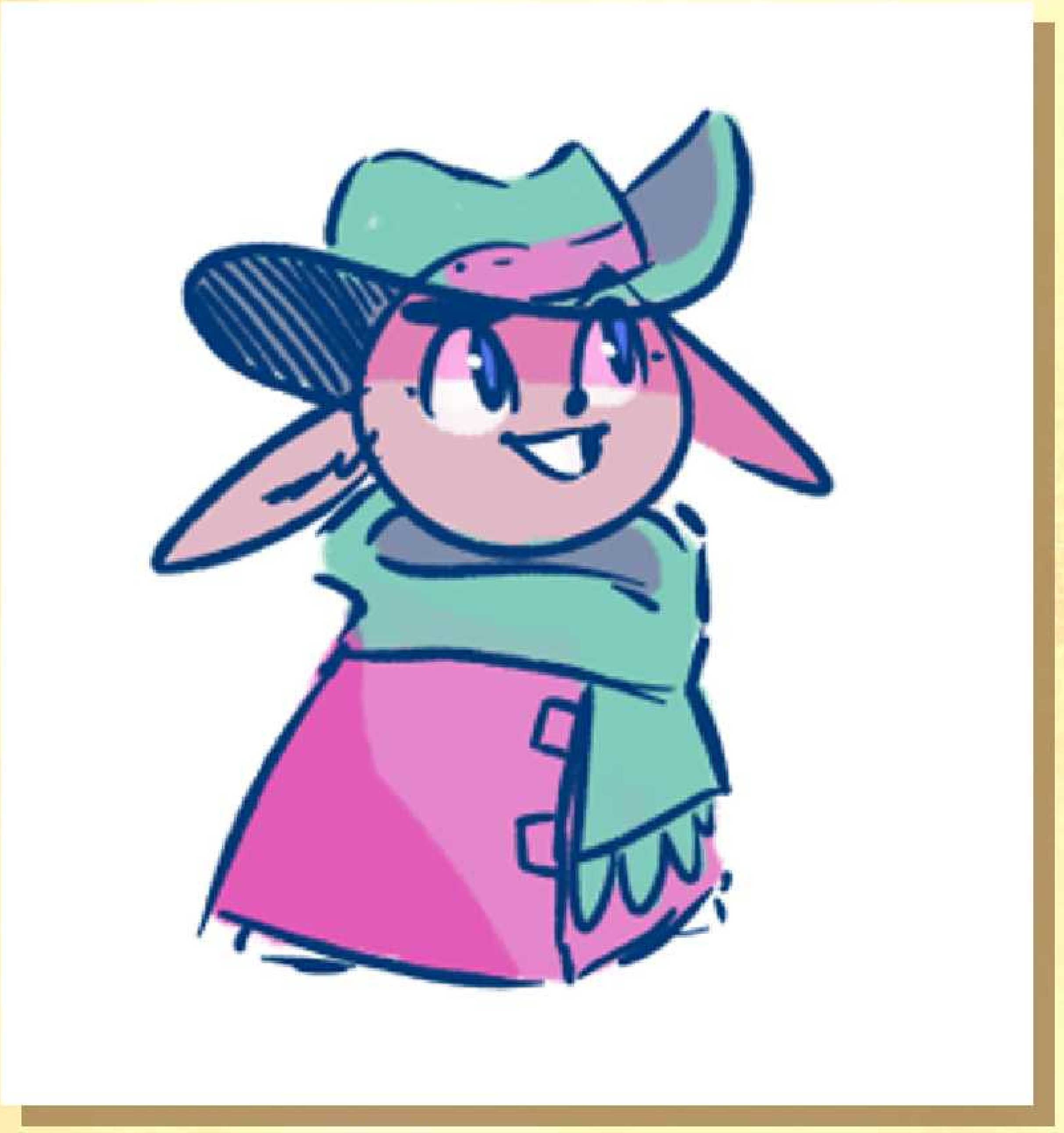
Aside from being self-inserts, the band was inspired by K.K. Slider from Animal Crossing and the two musicians from A Link Between Worlds who play tunes from the game in their own style.

That being said, my insert isn't even an accurate one.
A: I cannot play the piano.
B: I do not have swag.
- Sword

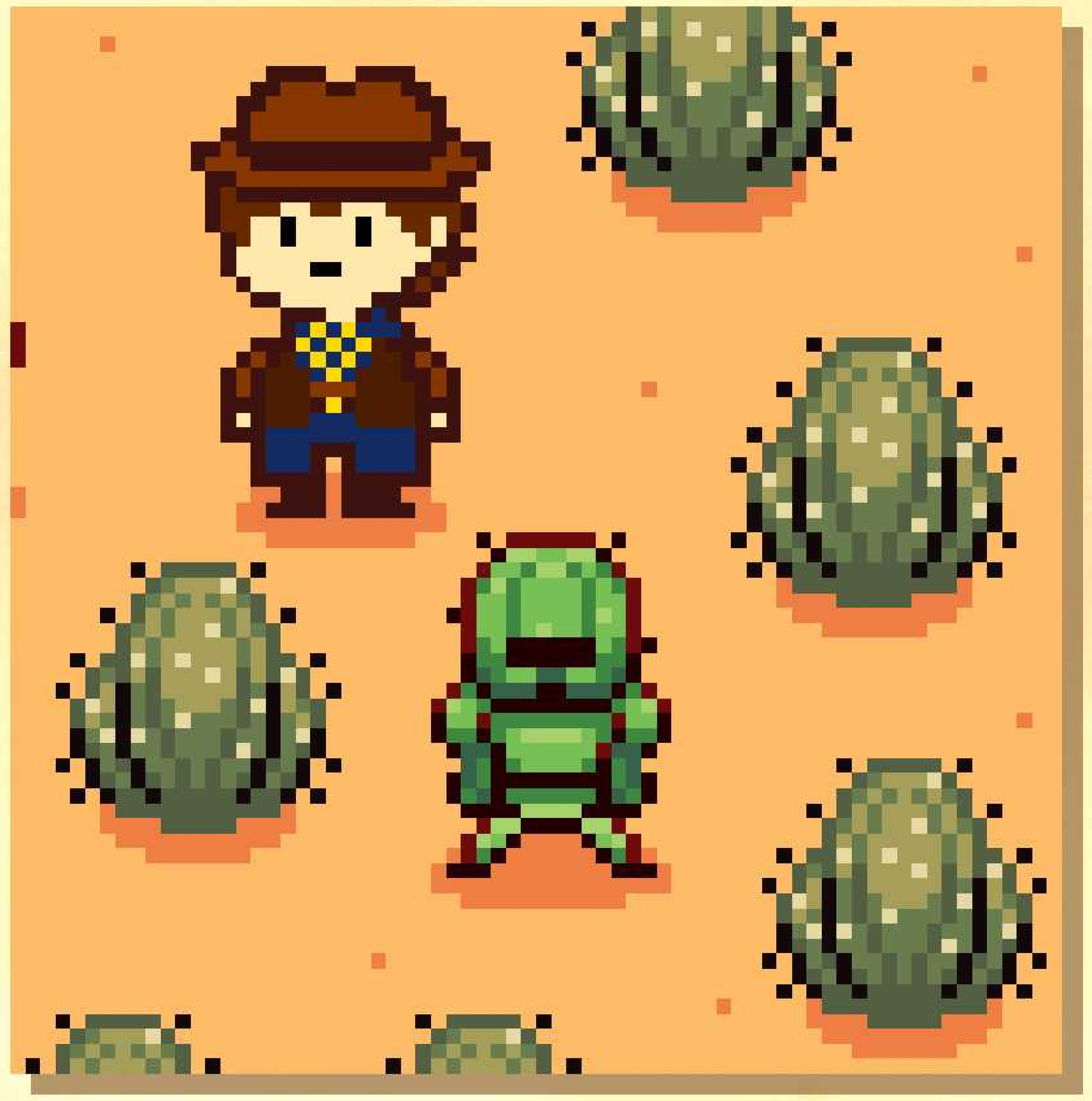


blockblock.png - 2017
TeleviQ

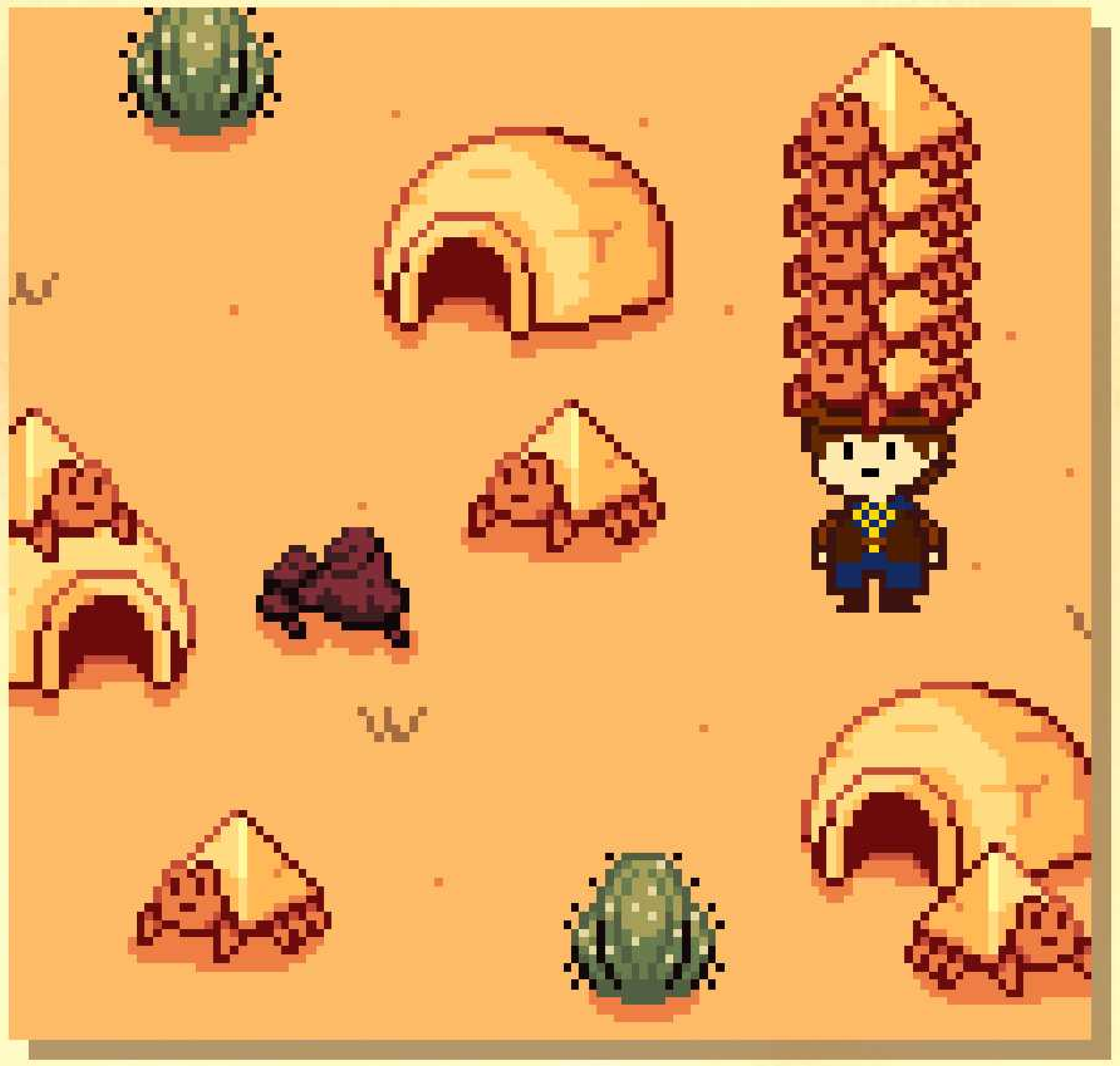
cabin npc 1.png - 2017
Figburn

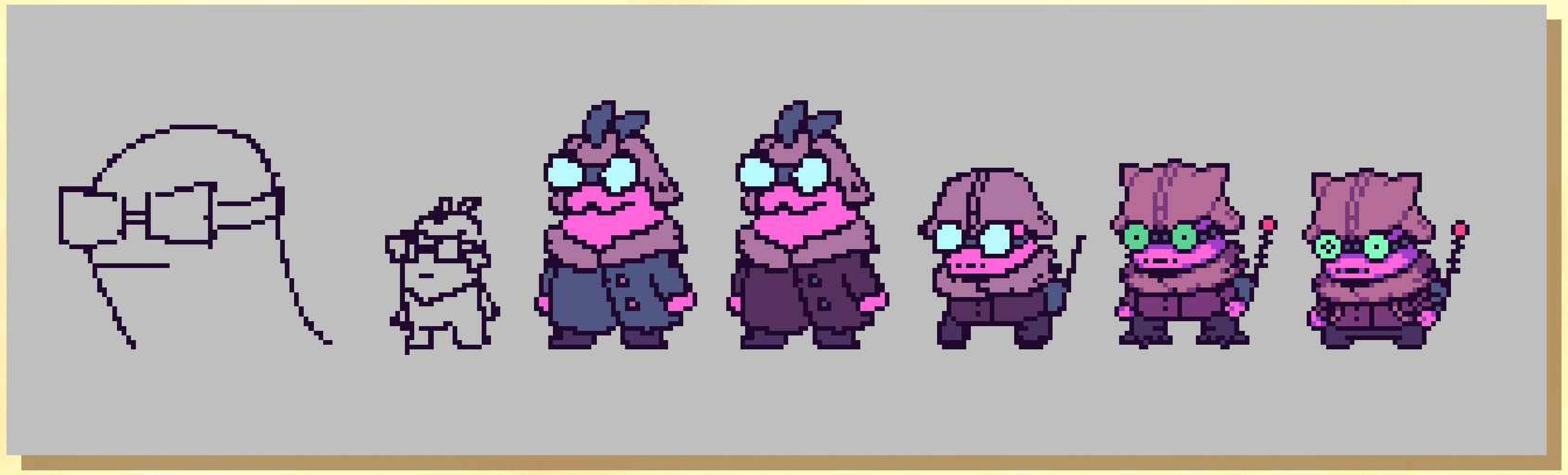


cactusman.png - 2018
GlitchedPie

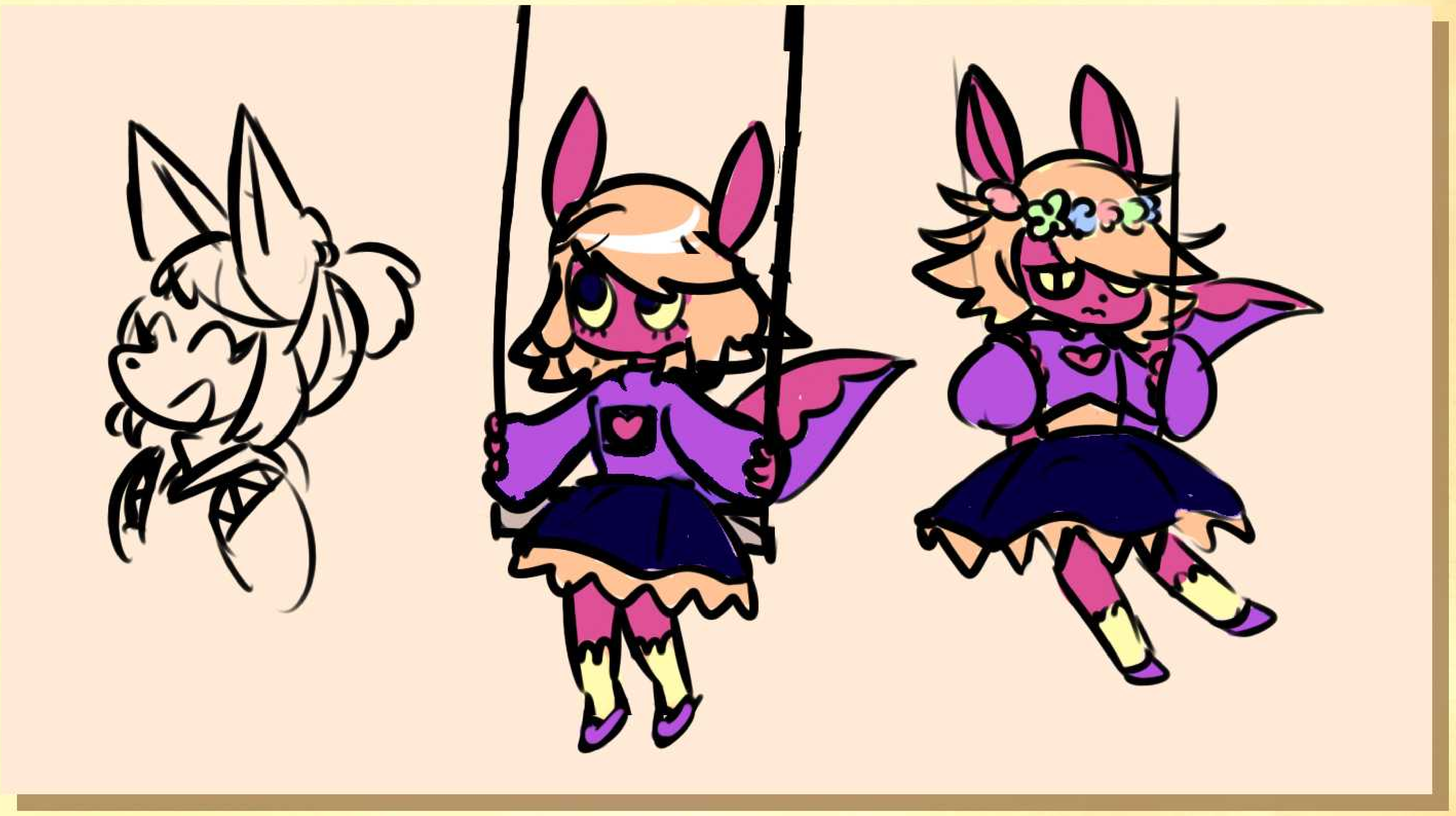


more_sandermits.png - 2018
GlitchedPie



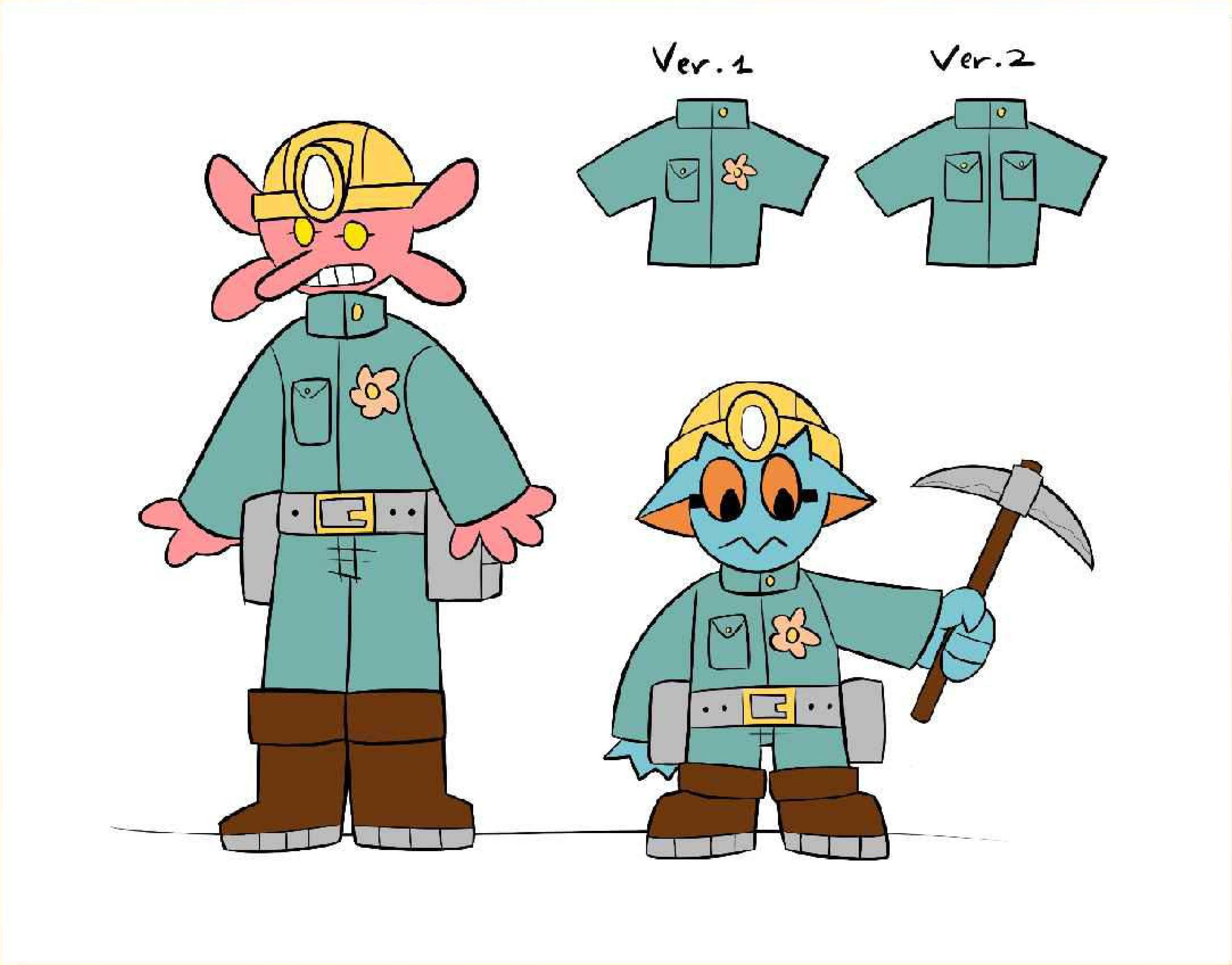


sandstormm.png - 2019
Vegard Jensen

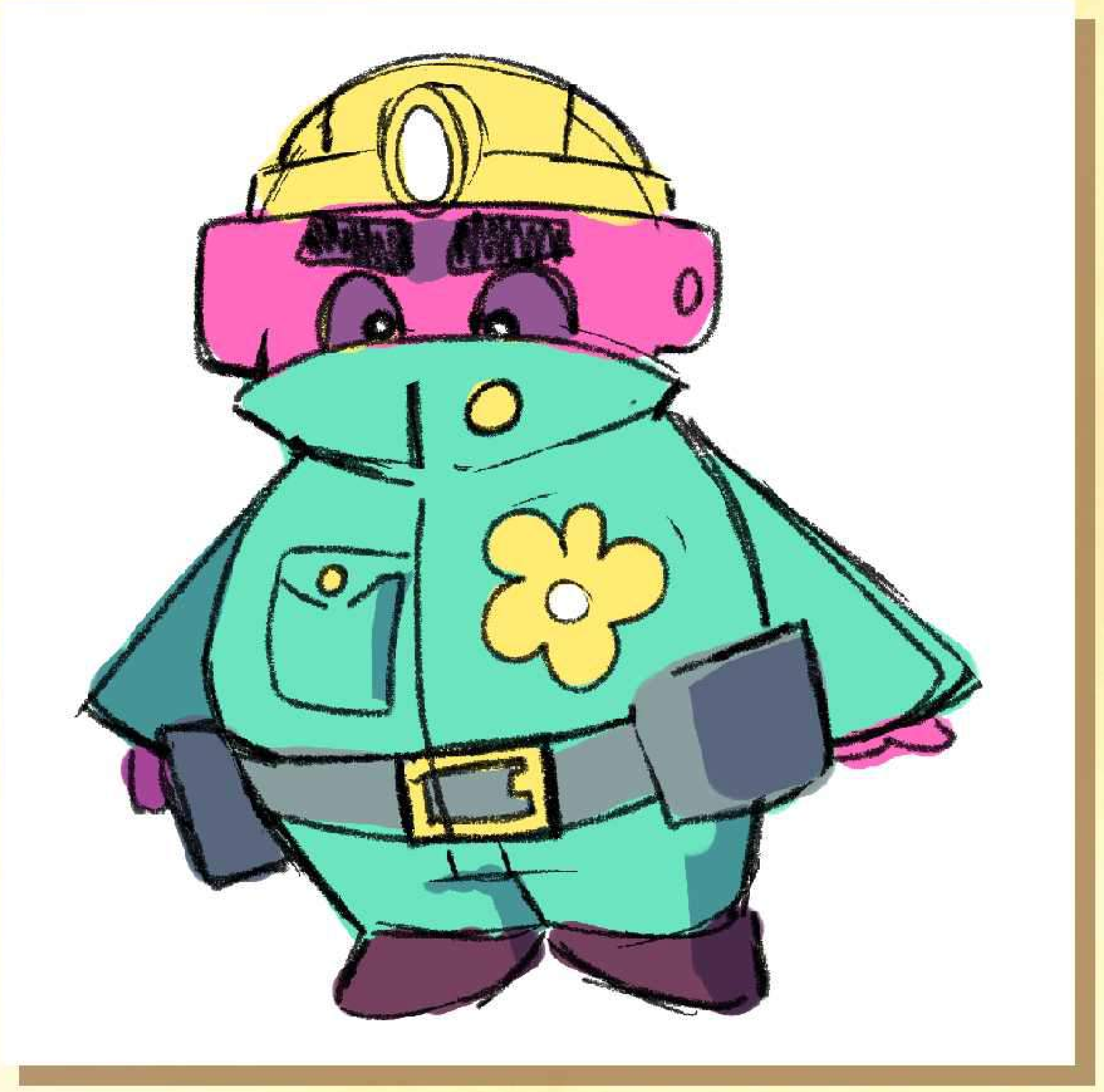


Sadie.png - 2019
TeleviQ

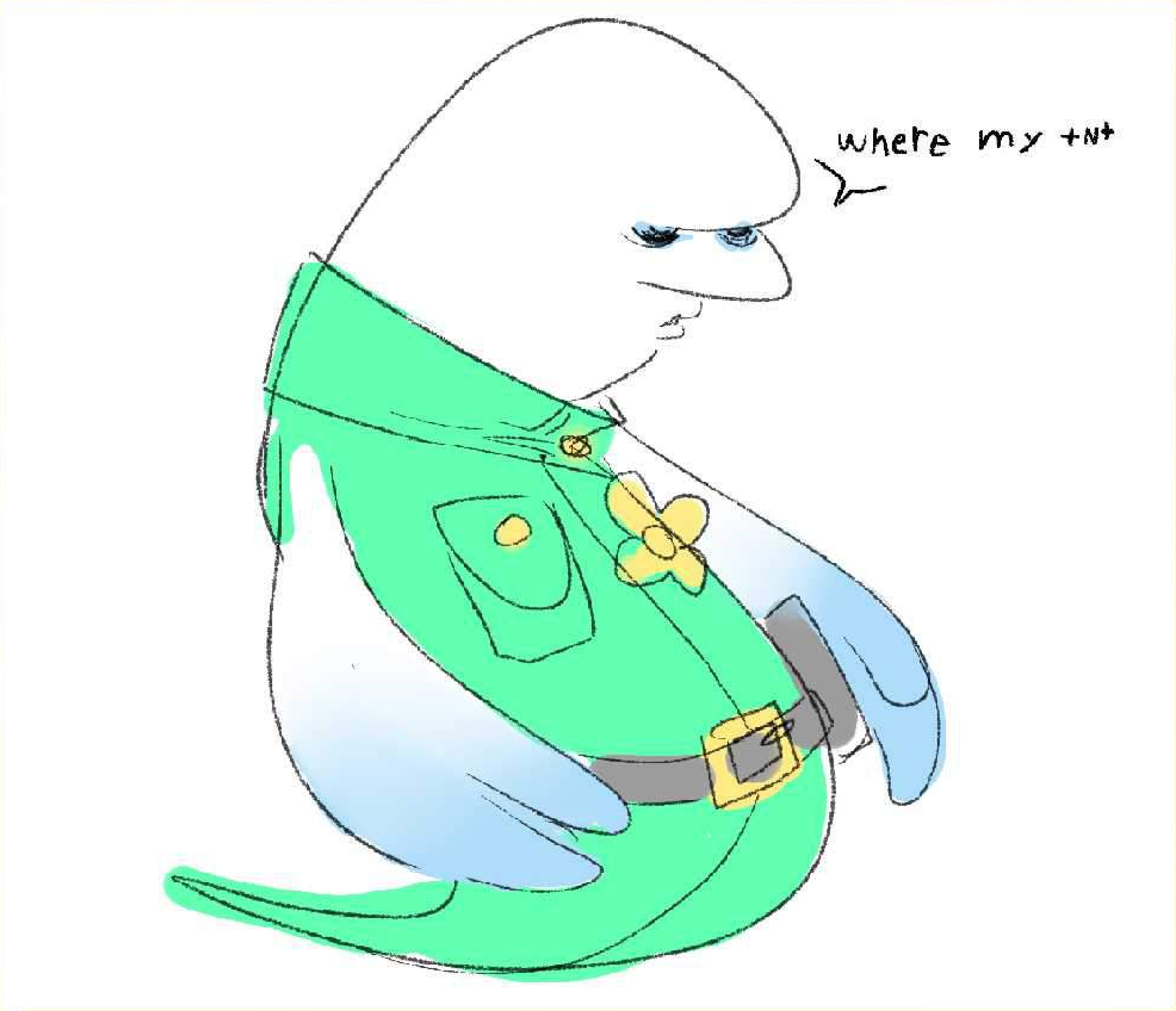
miner_dudes_test.png - 2018
NeroSensei



miner.png - 2019
Figburn

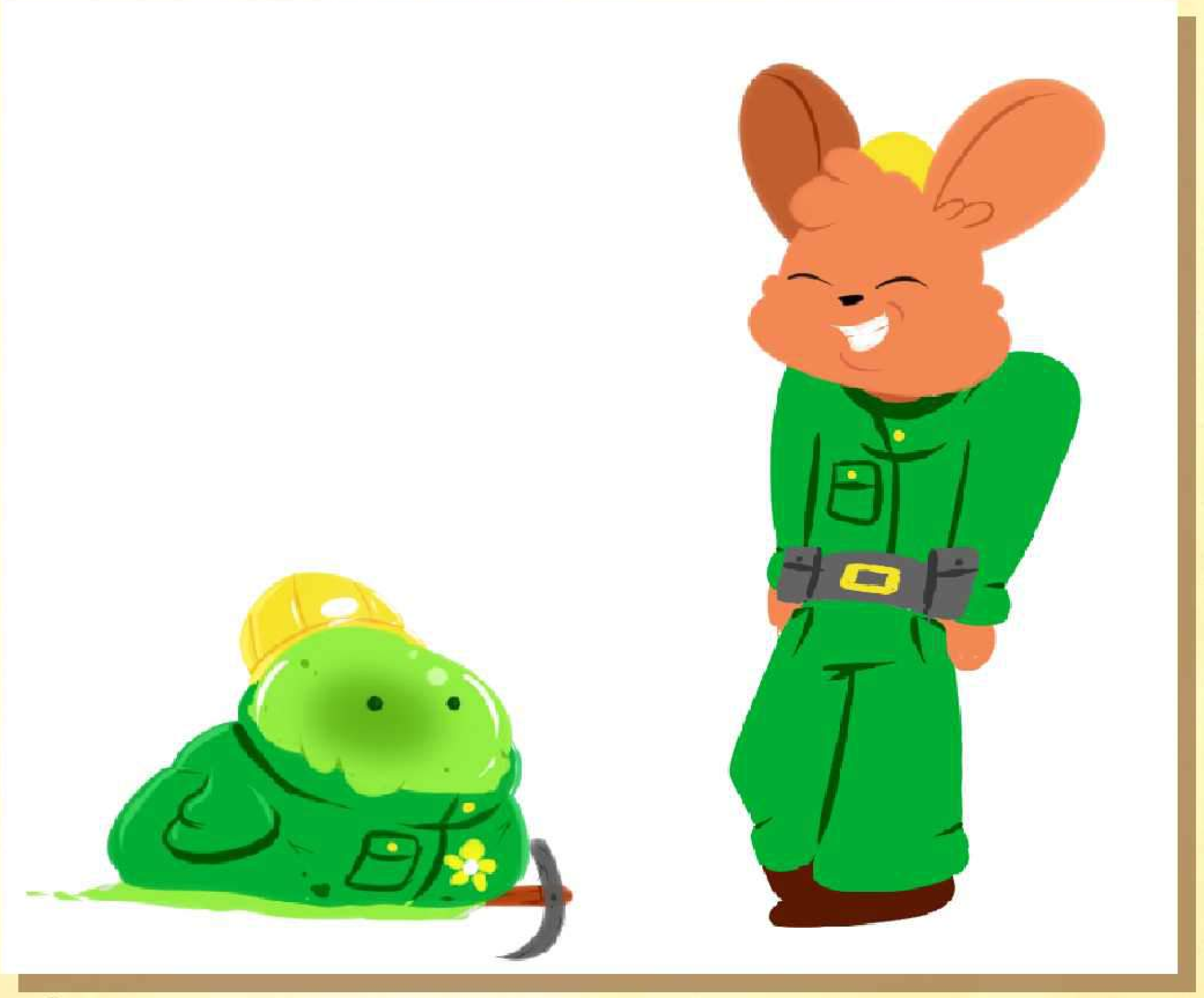


bryan.png - 2019
Figburn

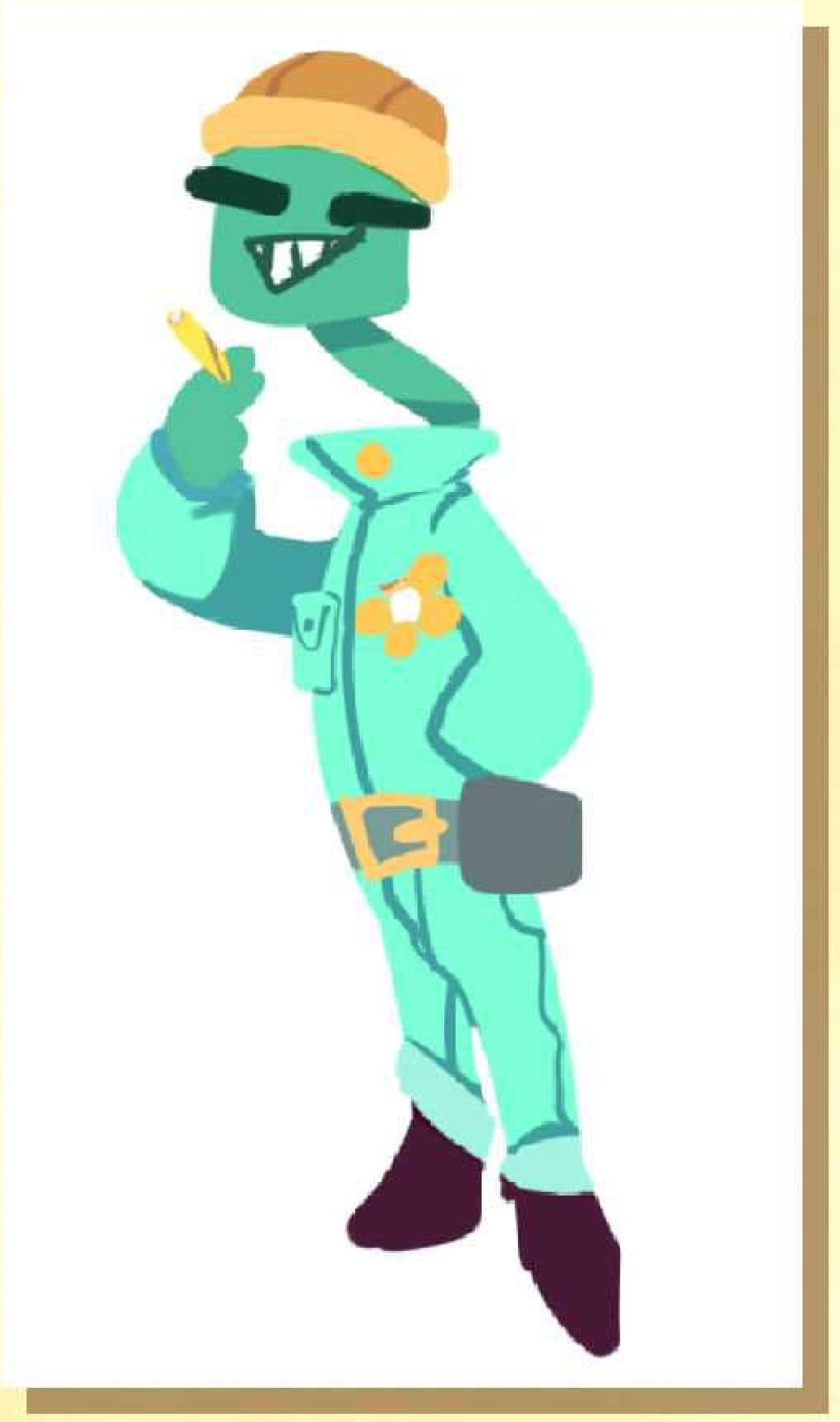


Just a bunch of
lil guys.

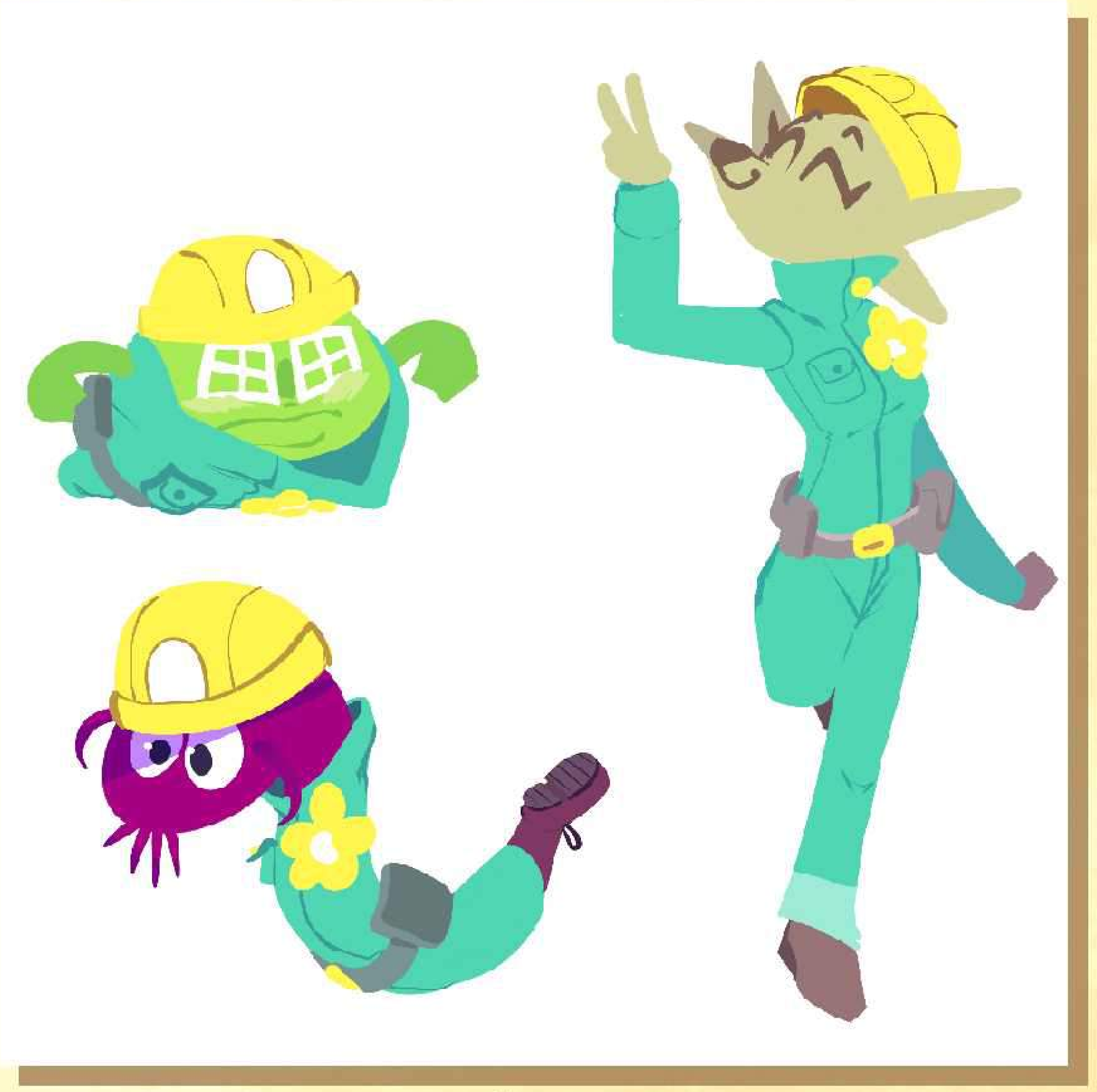
- Sword



mine npcs 2.png - 2019
GlitchedPie



lazy worker.png - 2019
Figburn

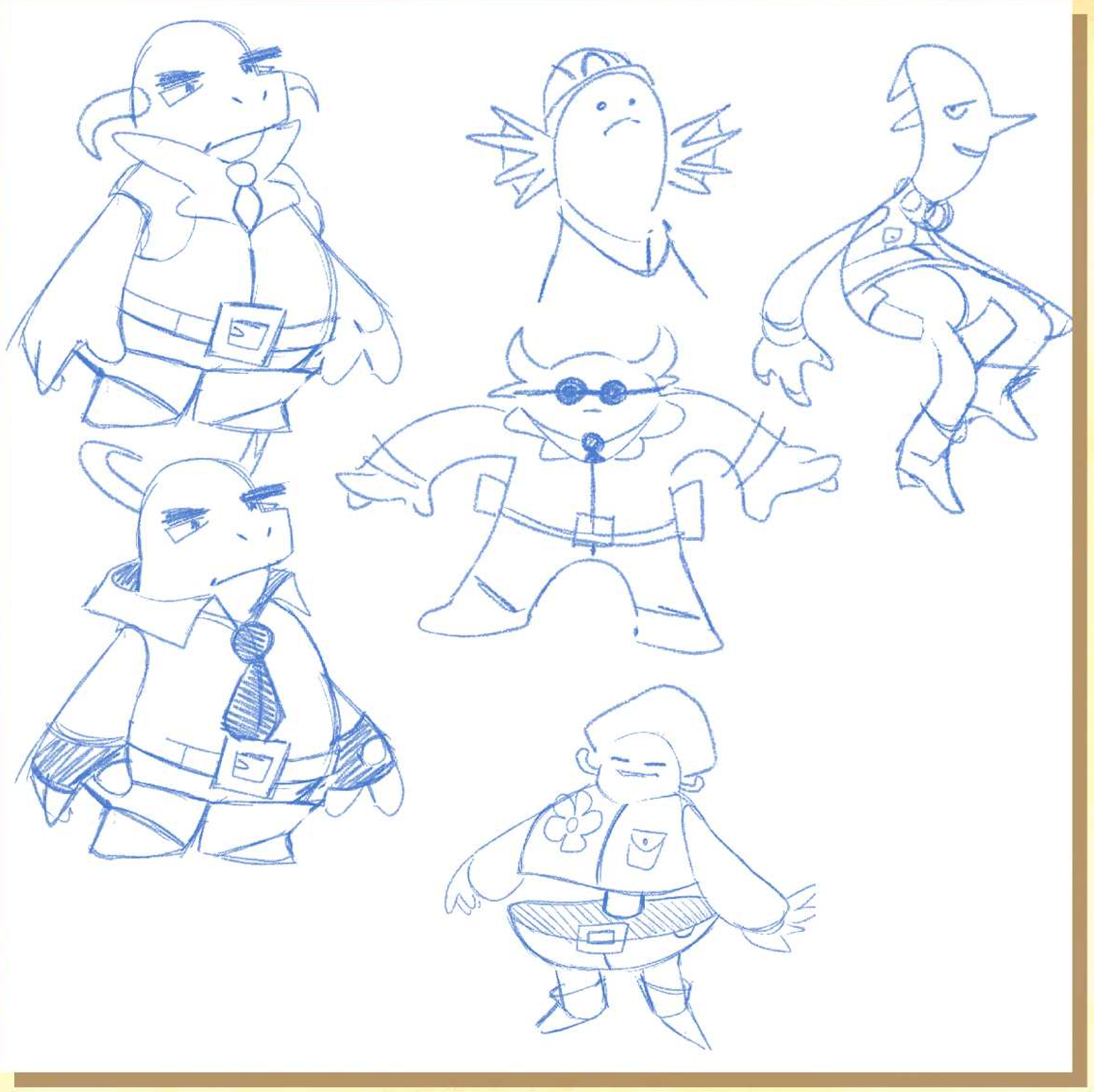


mine npcs.png - 2019
Figburn

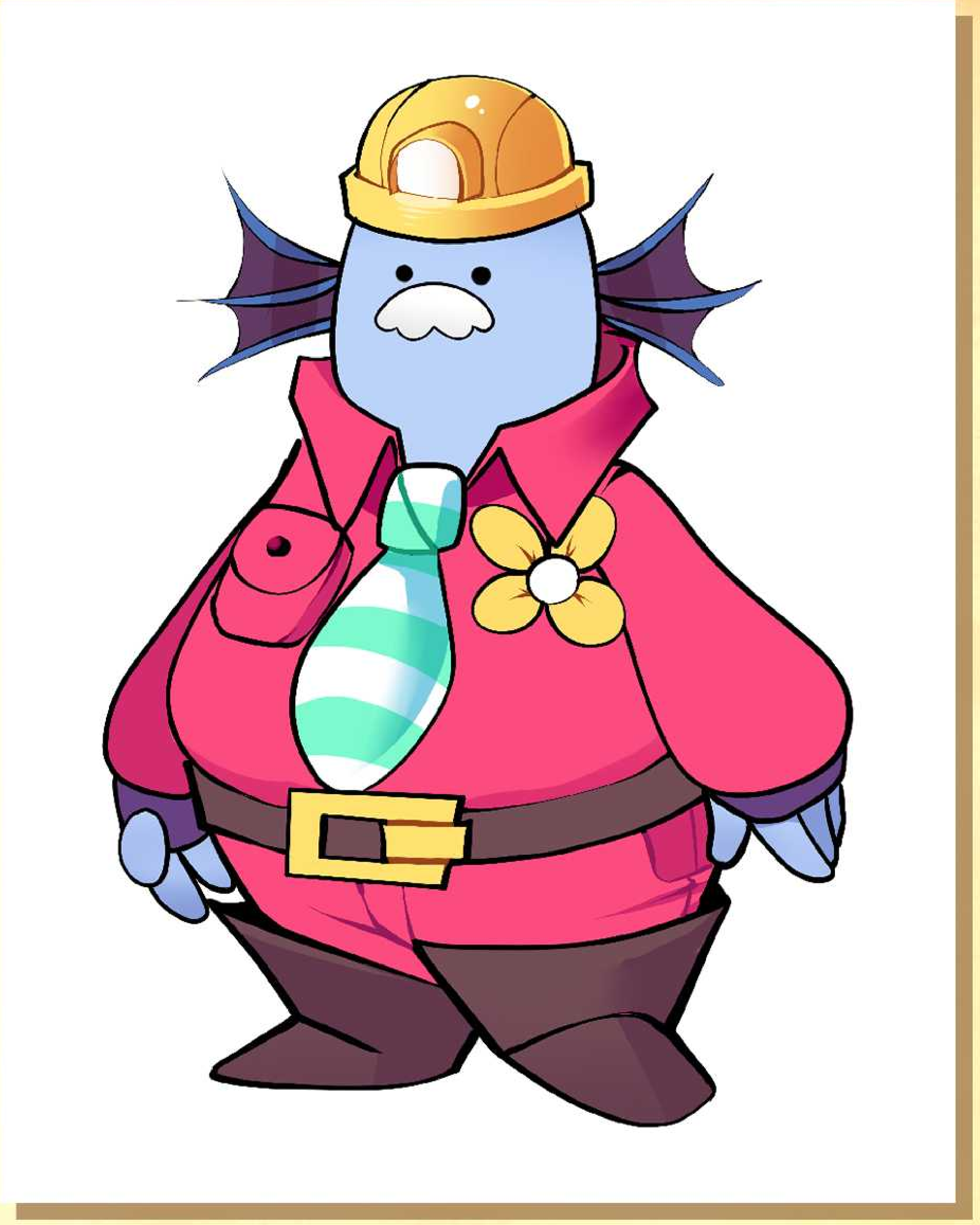
foremans.png - 2019
Figburn

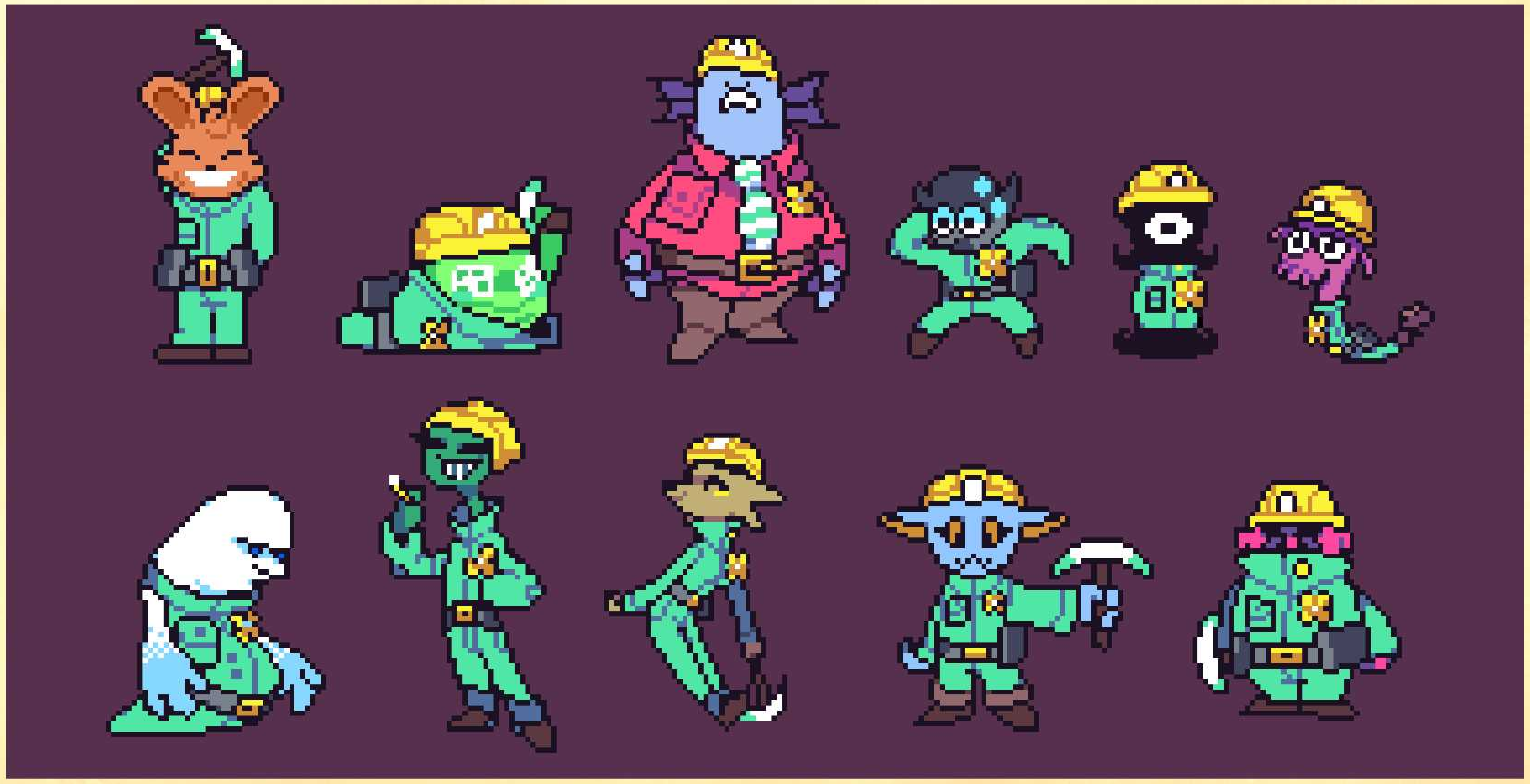
Gonna be real, I had no idea where to go with this one. Nothing quite clicked with me, until Master Sword suggested we add a J. Jonah Jameson mustache to the designs. Once we saw the fish design with the stache, it became clear we had to jam that head onto the leftmost design. It all came together :,)

- Fig



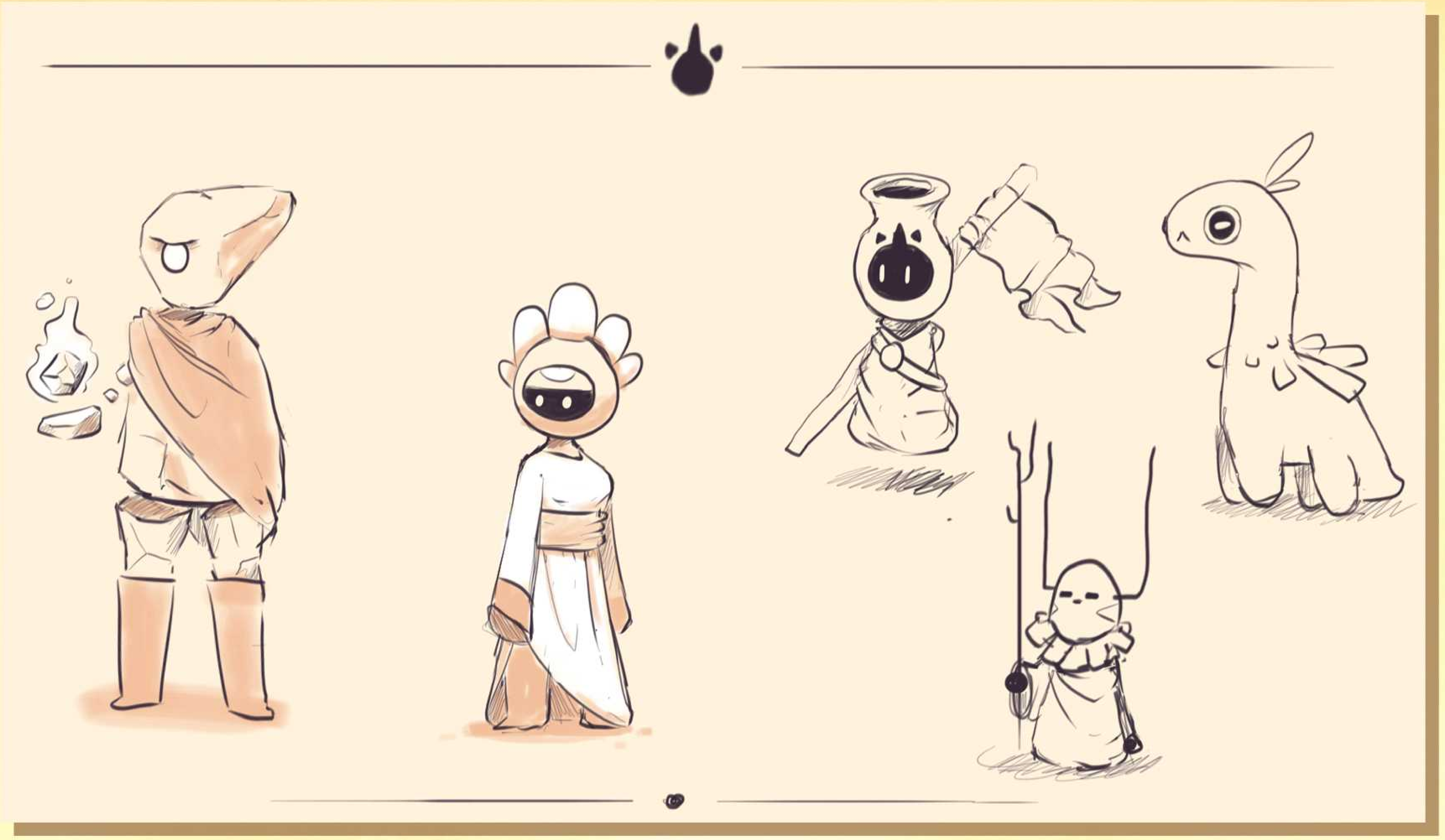
big boi foreman.png - 2019
Figburn



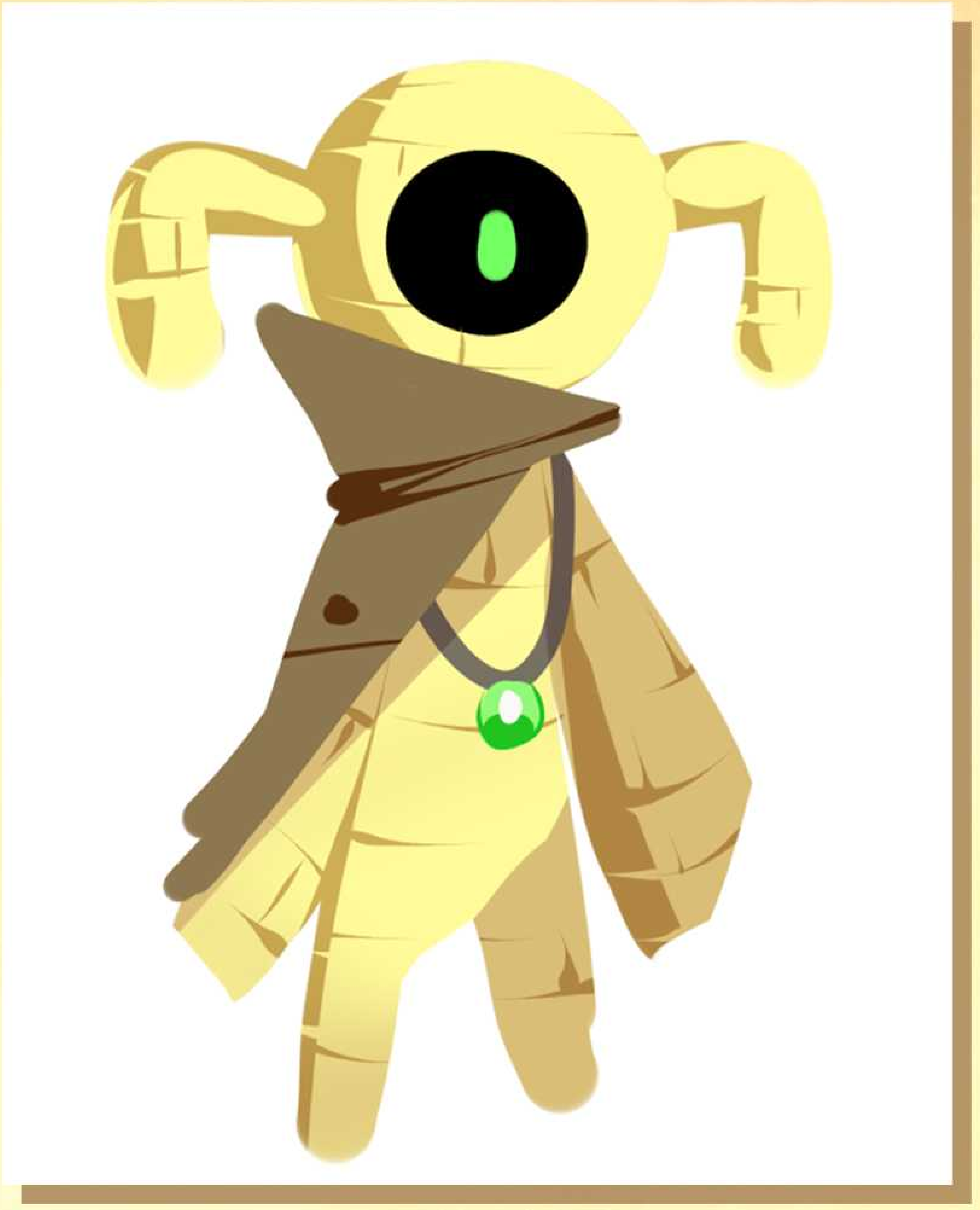


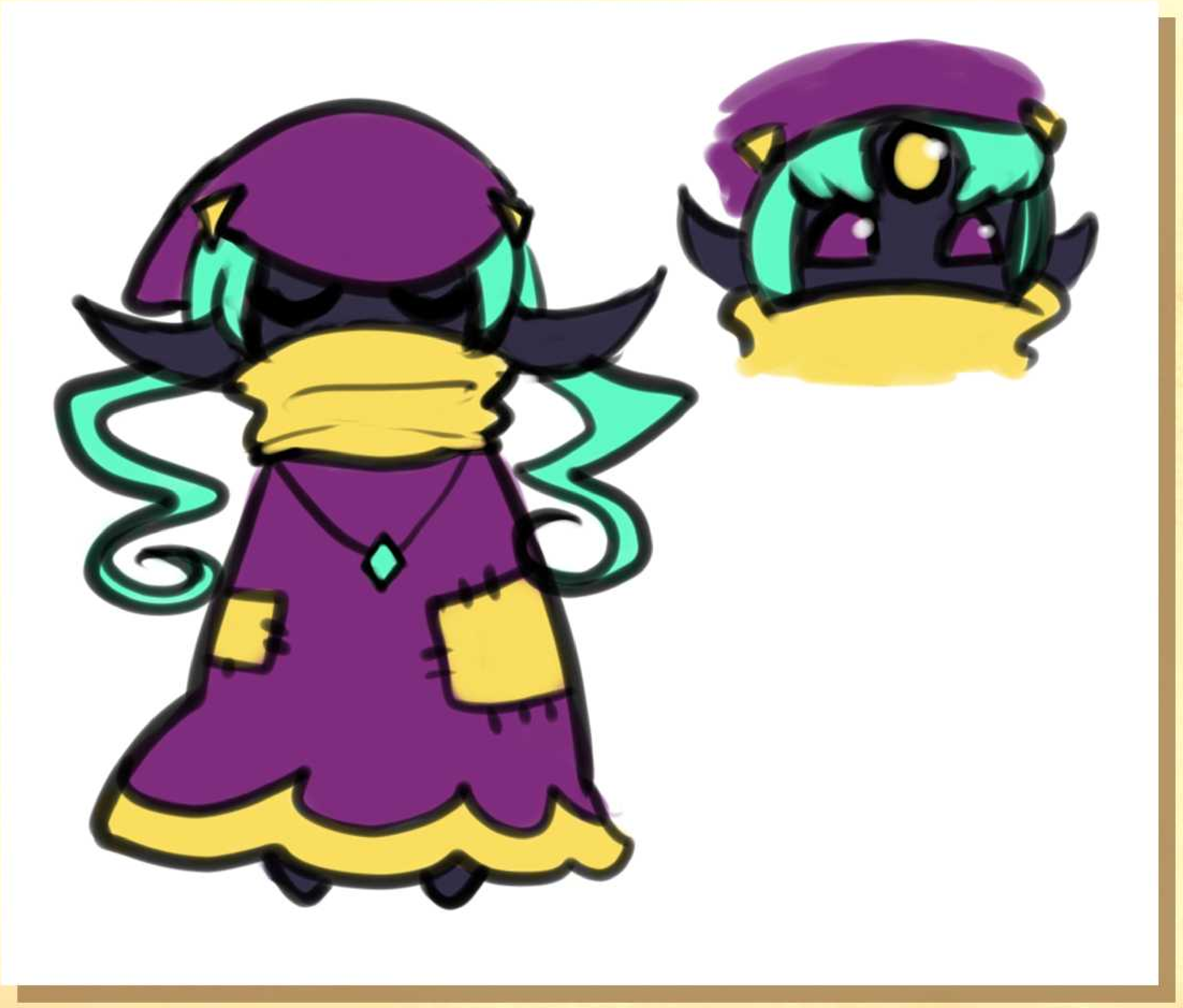
miners sprites.png - 2019
Figburn, GlitchedPie, Vegard Jensen

UTY_desert_designs.png - 2018
Gaziter

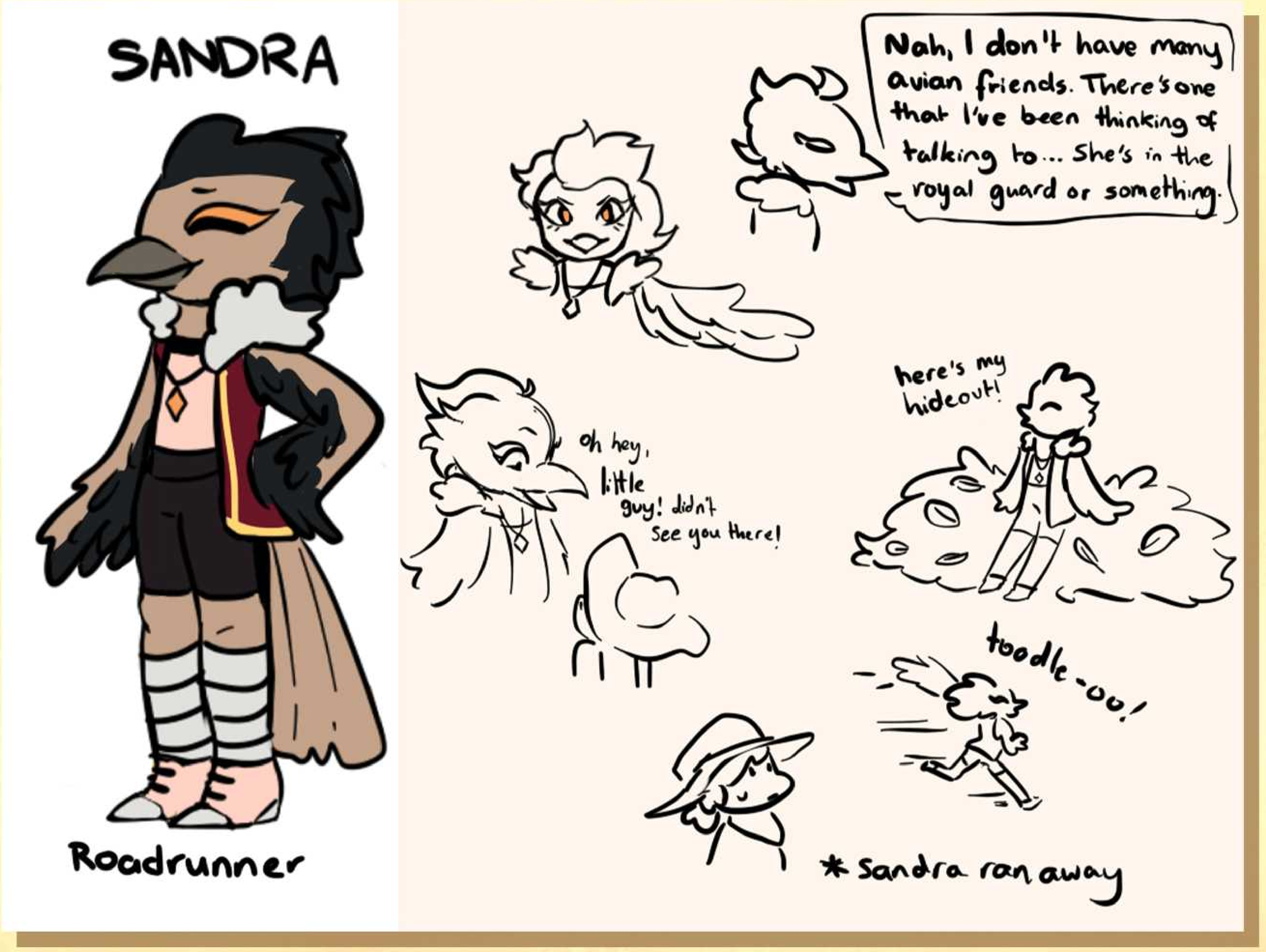


sand lad.png - 2019
Figburn



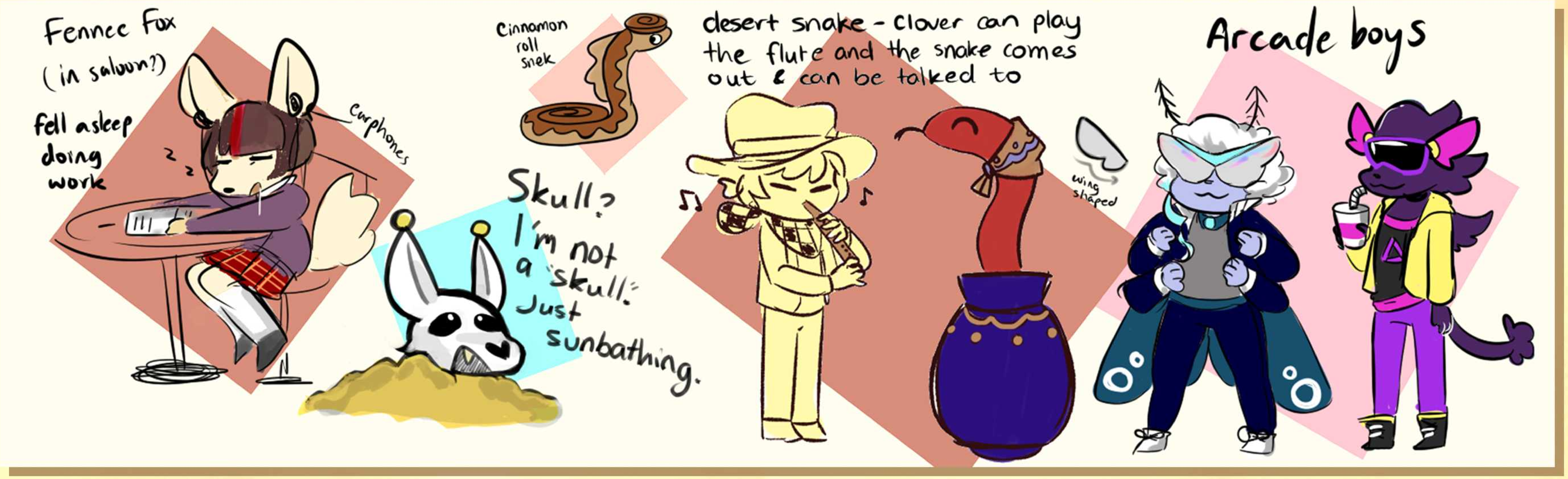


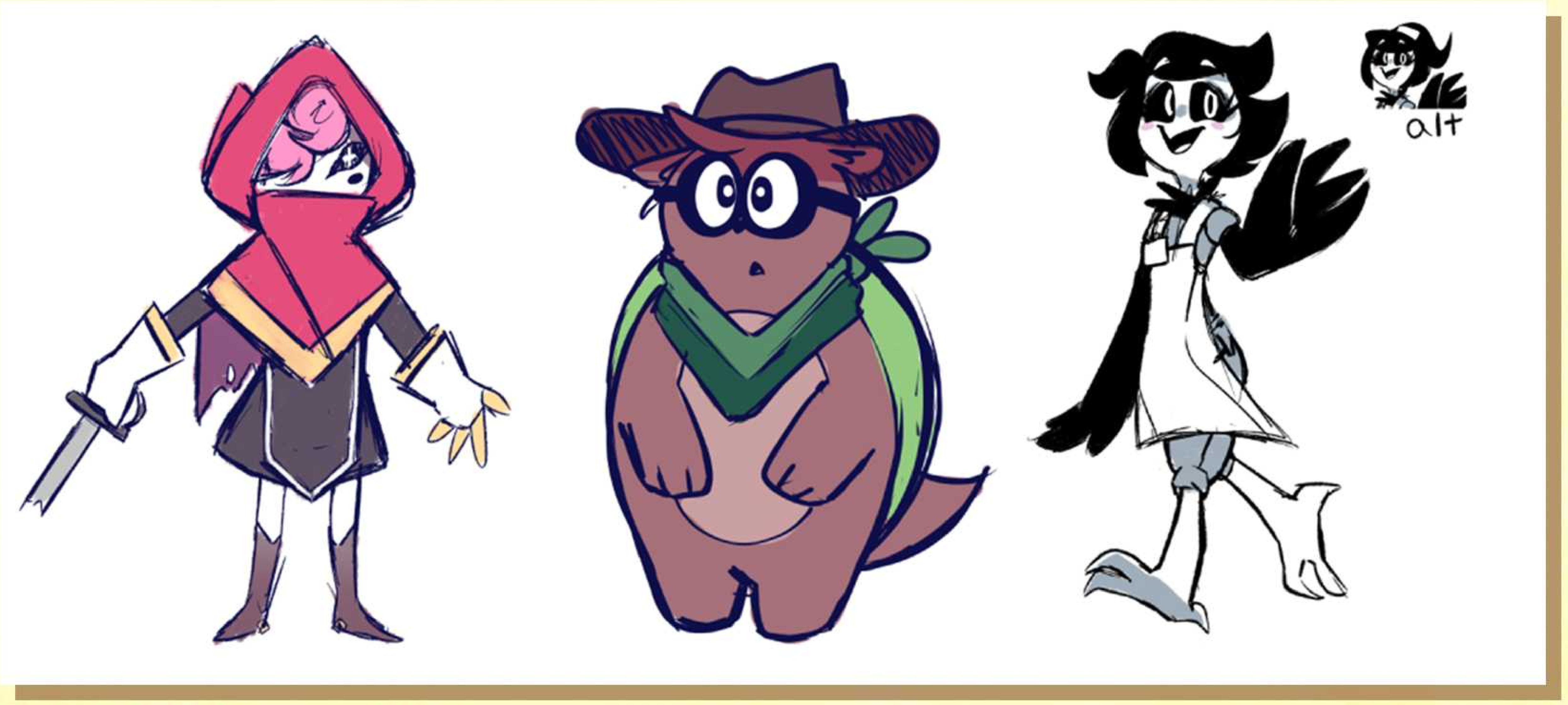
npccc.png - 2017
TeleviQ


SANDRA
Roadrunner
Nah, I don't have many avian friends. There's one that I've been thinking of talking to... She's in the royal guard or something.
oh hey, little guy! didn't see you there!
here's my hideout!
toodle-oo!
* Sandra ran away

sandra.png - 2018
TeleviQ

dunes npcs.png - 2019
TeleviQ

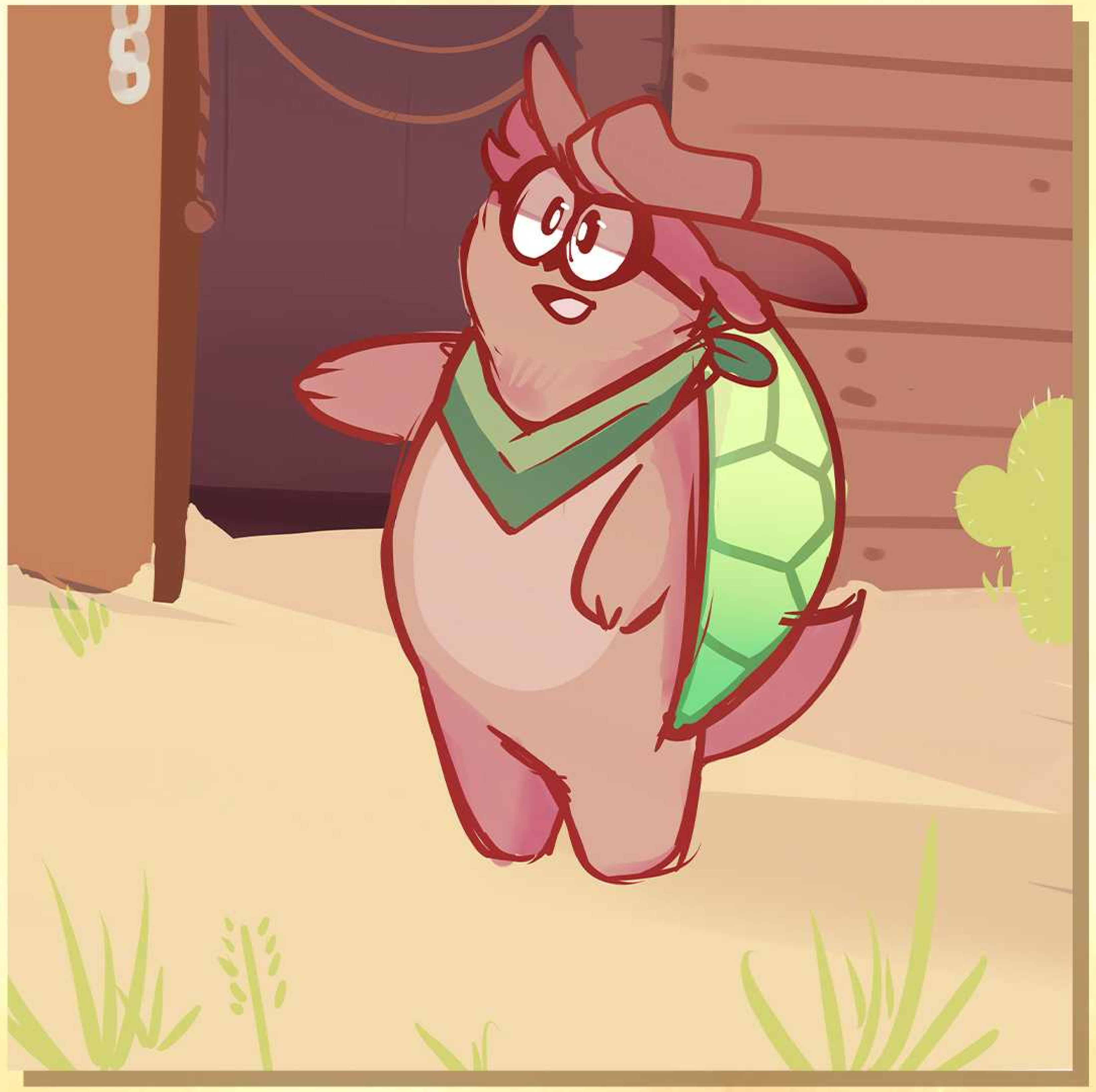

Fennec Fox
(in saloon?)
fell asleep doing work
earphones
Cinnamon roll snek
Skull? I'm not a 'skull.' Just sunbathing.
desert snake - Clover can play the flute and the snake comes out & can be talked to
wing shaped
Arcade boys



THE SQUAD.png - 2019
Figburn *(Characters by Taxiderby, Migs, and Fatz)*

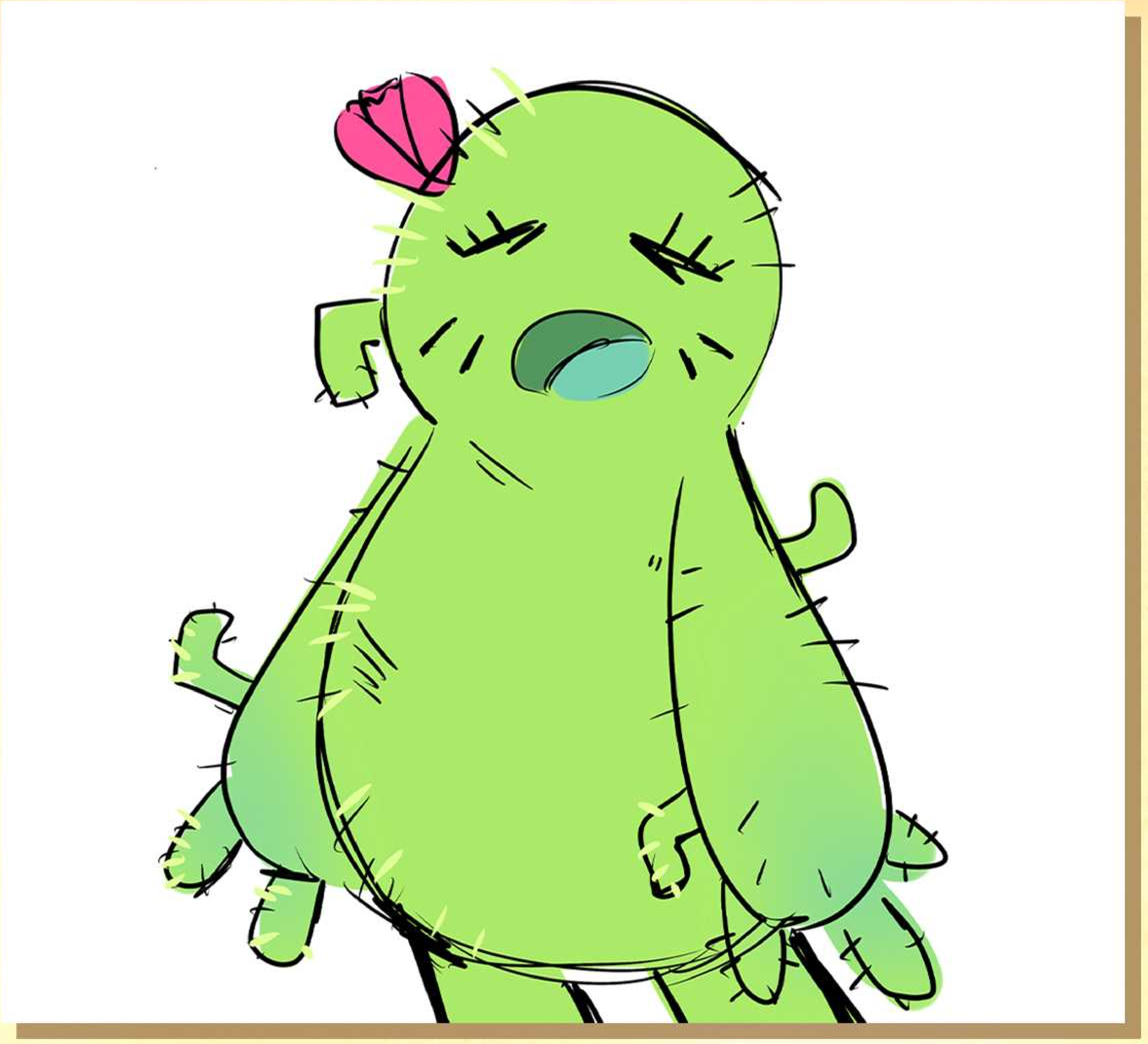
We wanted to include a few guest characters from other UT fangames to pay homage to the community. Unfortunetely we couldn't secure them all, but two outta three ain't bad!

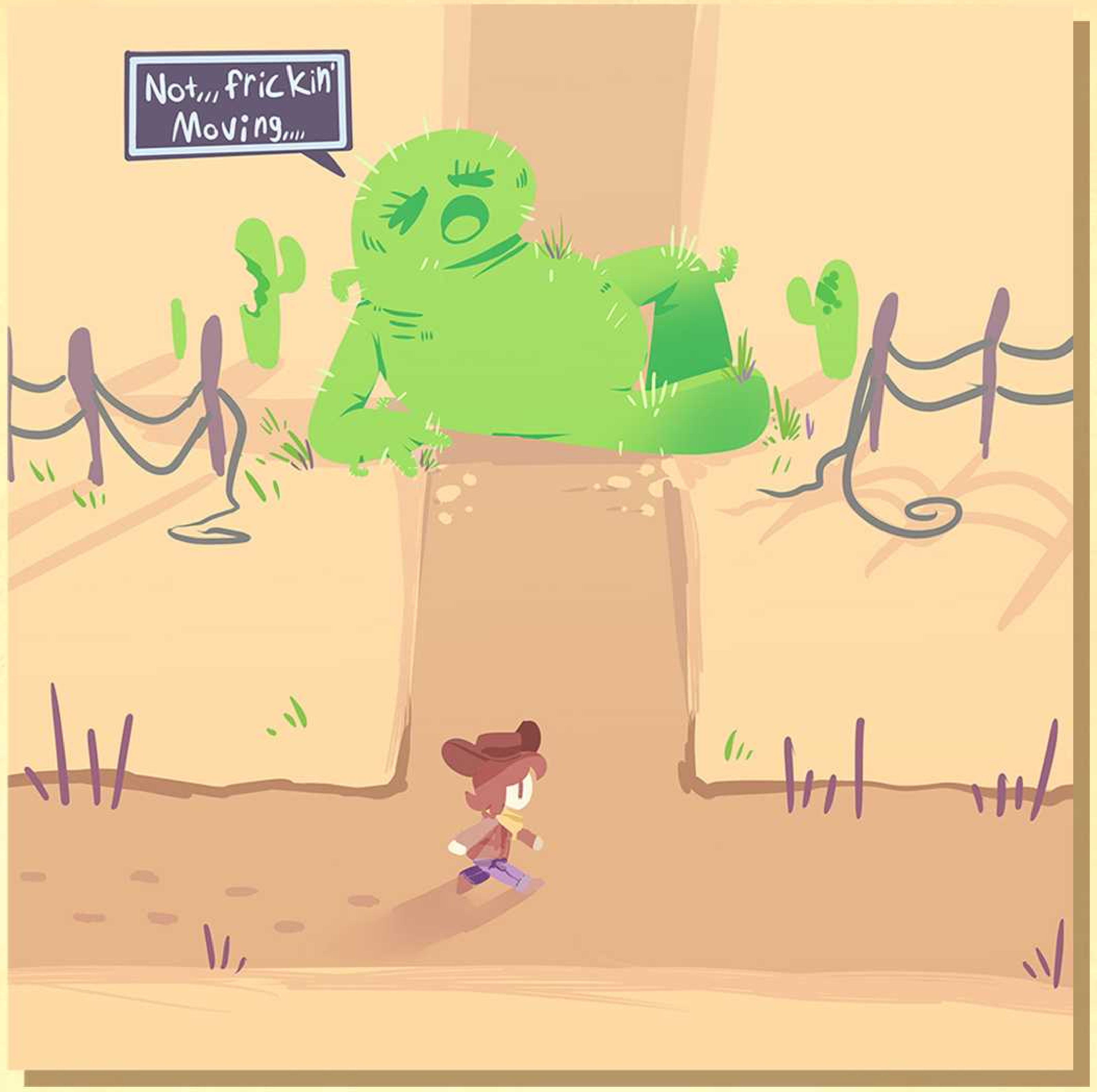
- Sword



my guy.png - 2019
Figburn

cactulips.png - 2019
Figburn

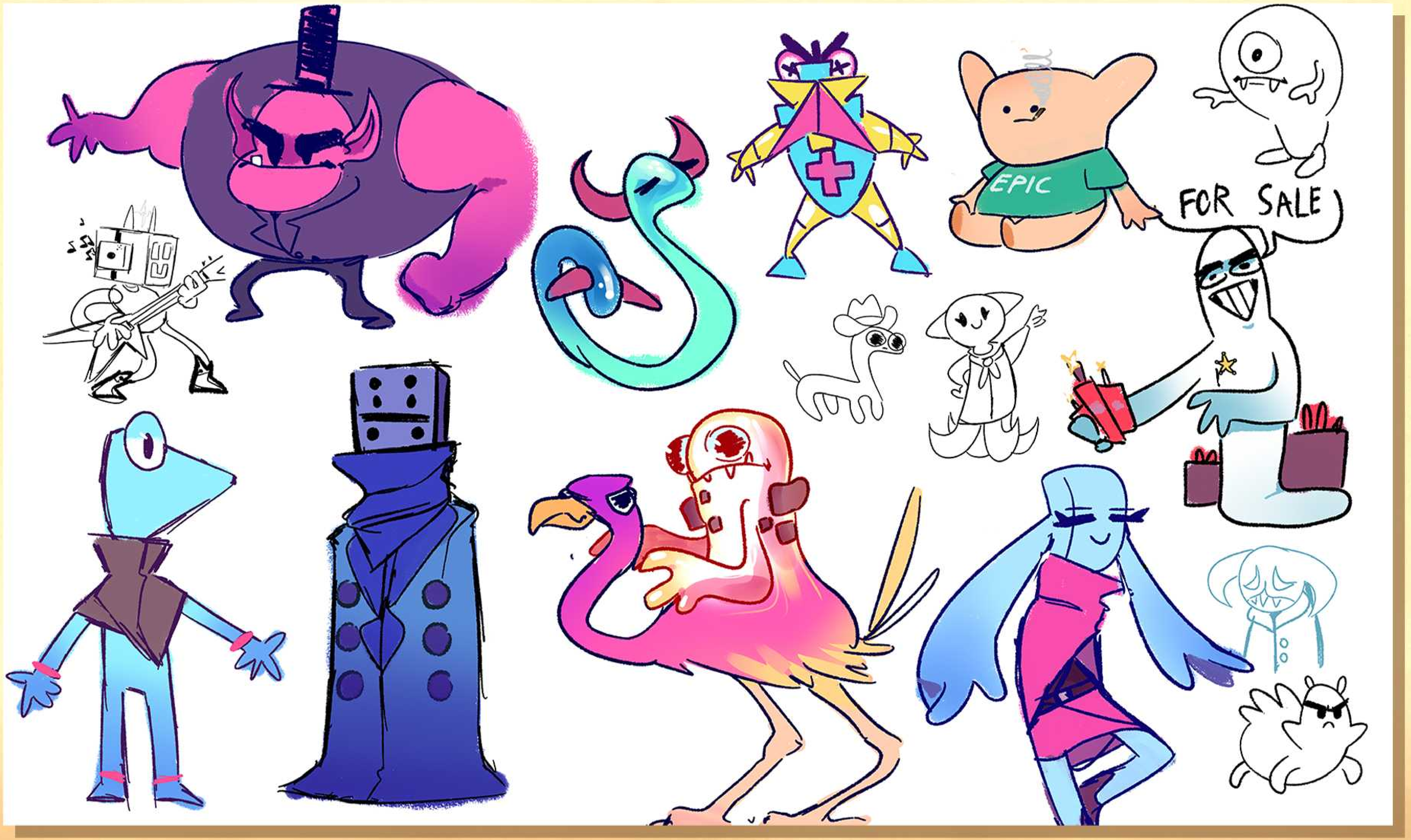



Not,,, frickin' Moving,,,,

big.png - 2019
Figburn
What could be back there?

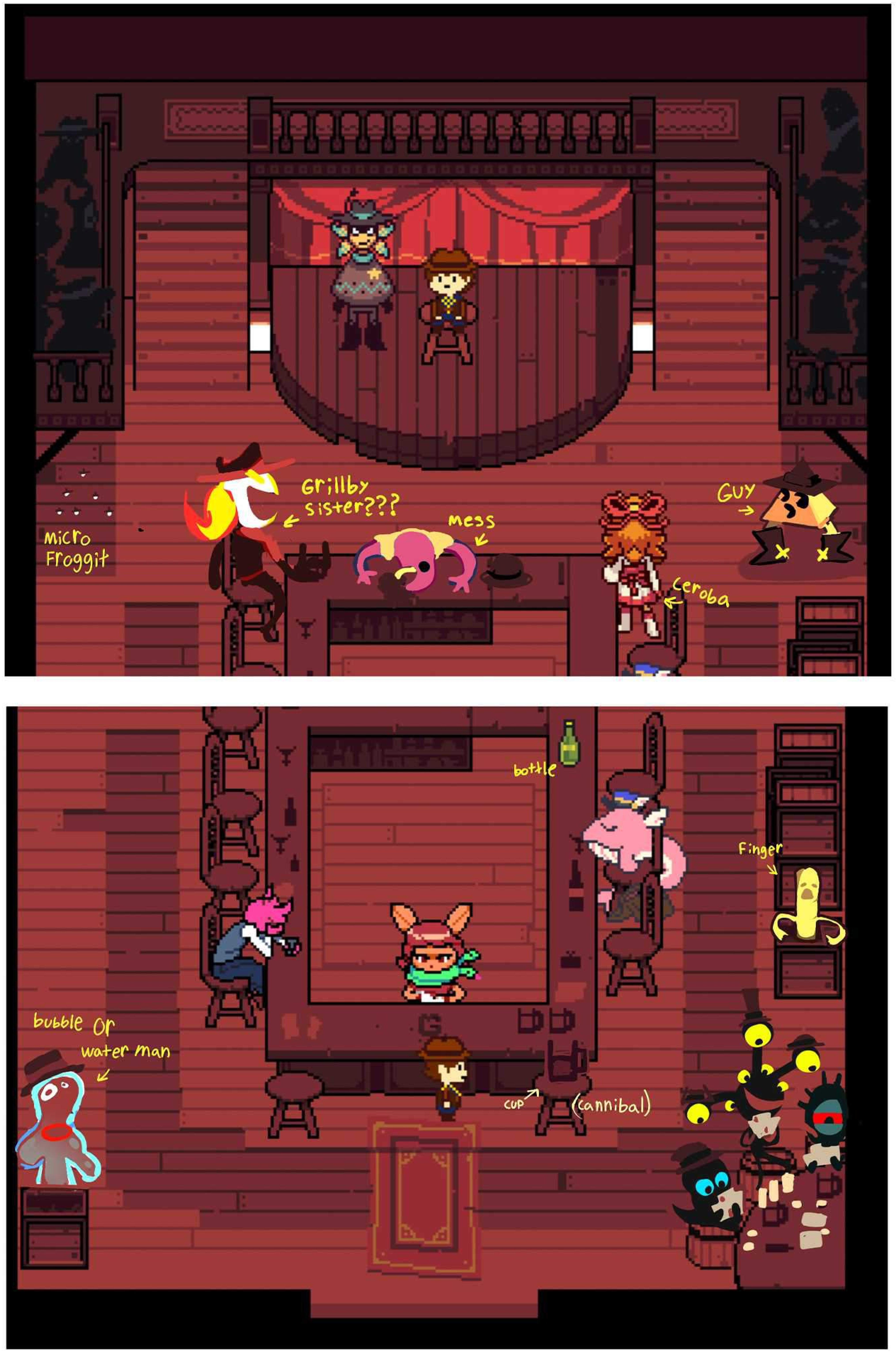
We may never know...

- Sword


EPIC
FOR SALE

npcs.png - 2019
Figburn
I’d often make a full page of possible NPC ideas, going with the flow and drawing whatever came to mind. Some good, some not so good.

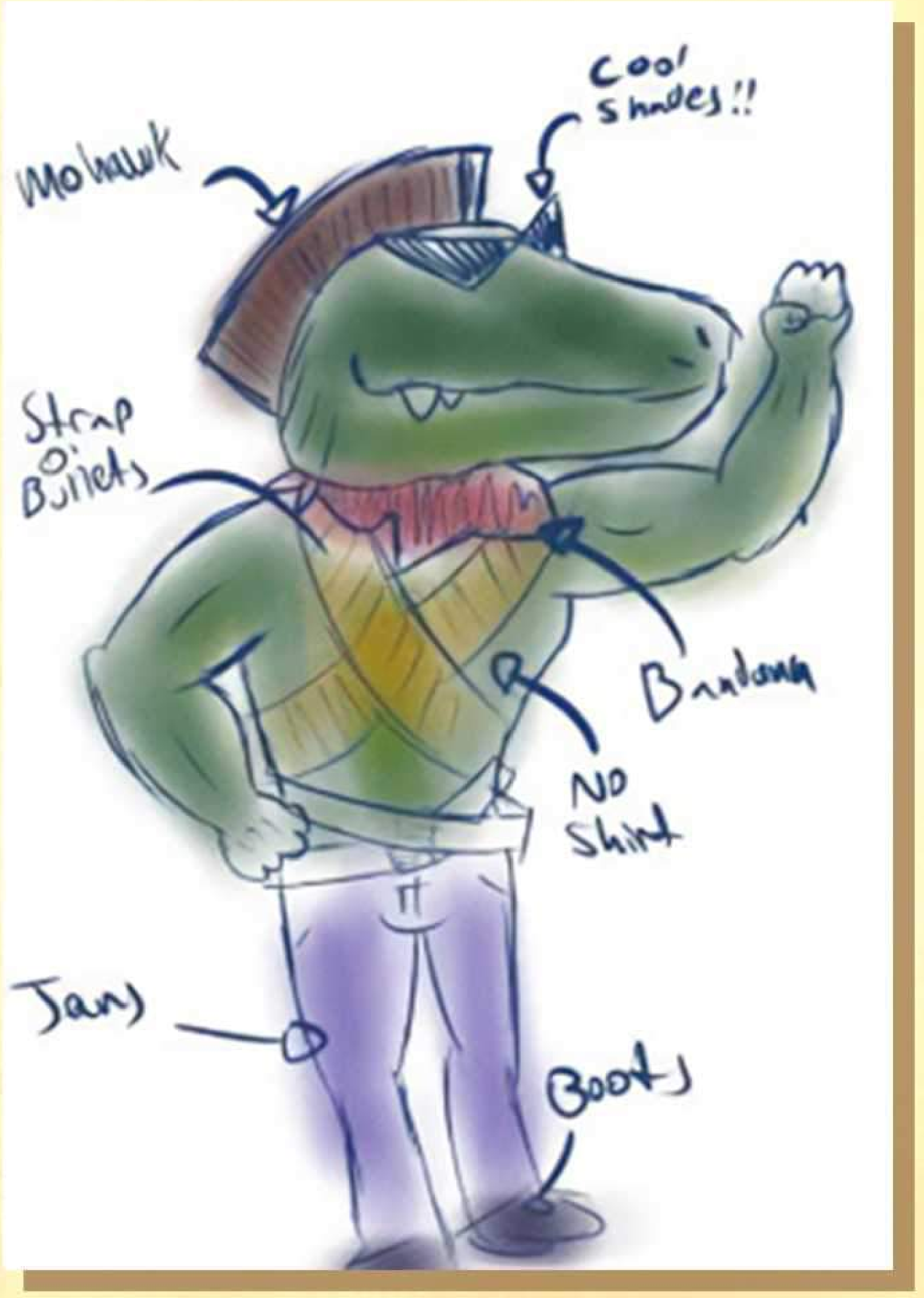
- Fig


Micro Froggit
Grillby sister???
mess
Guy
Ceroba
bottle
Finger
bubble or water man
cup
(cannibal)

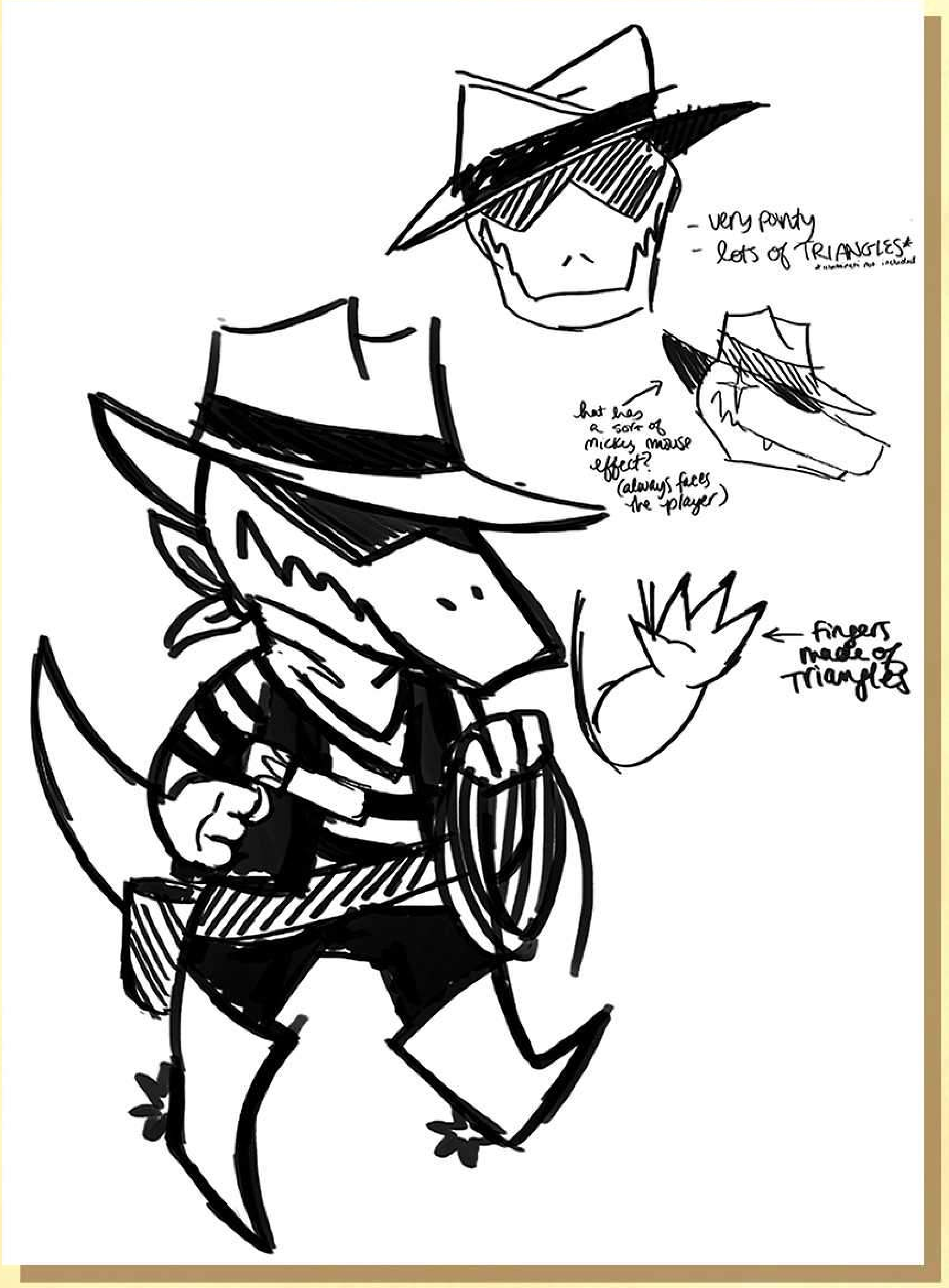
more npcs.png - 2021
Figburn
For years, the only NPCs in the first saloon scene were the sprited ones seen here.

Fig thought the place was rather empty, considering it was supposed to be a “happening place”, so he added a bunch of new dudes to liven it up.

A very good call.
- Sword

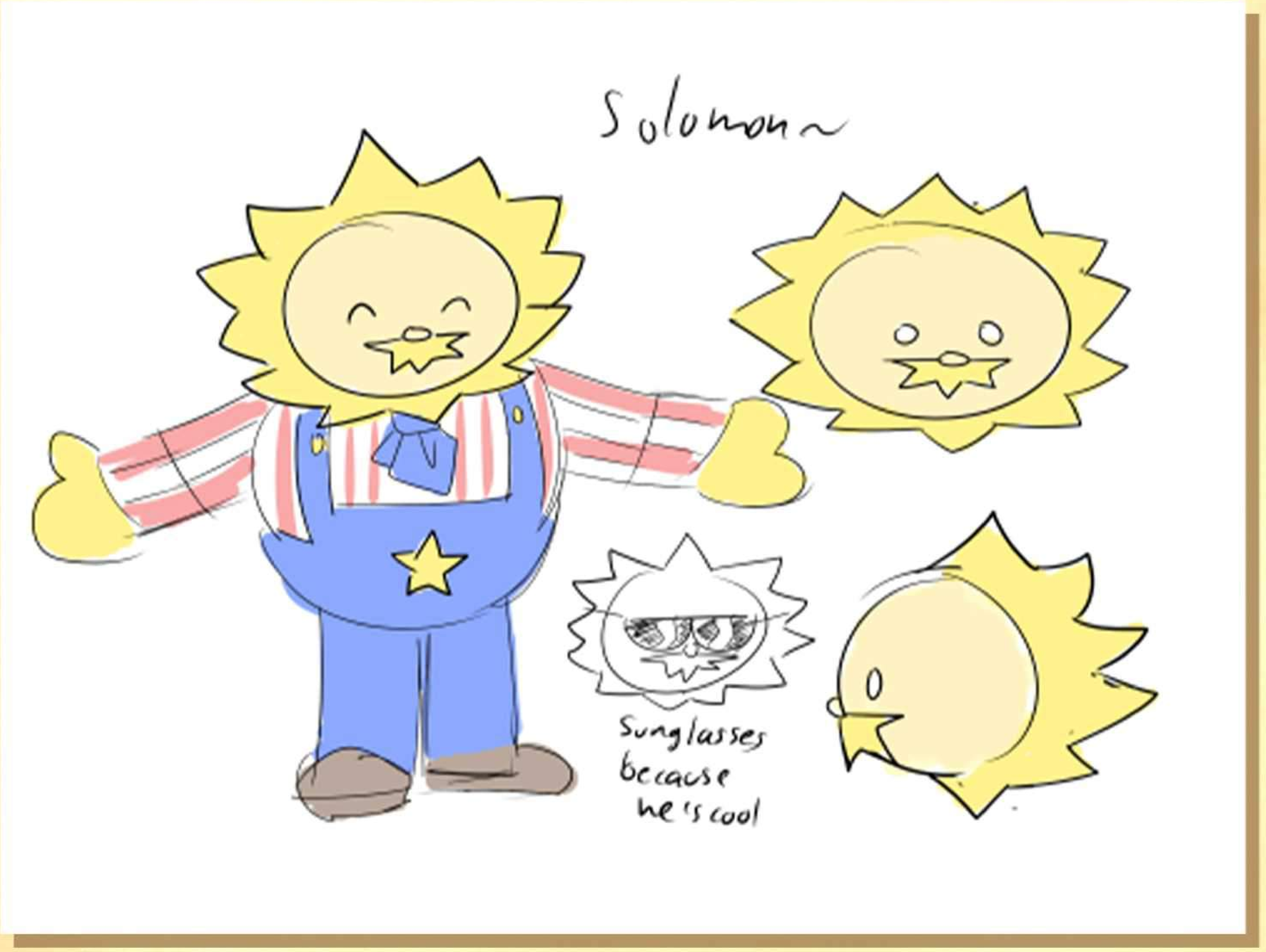

Mohawk
Cool Shades!!
Strap o' Bullets
Bandana
No Shirt
Jeans
Boots

crocbandit.png - 2016
StillLiam

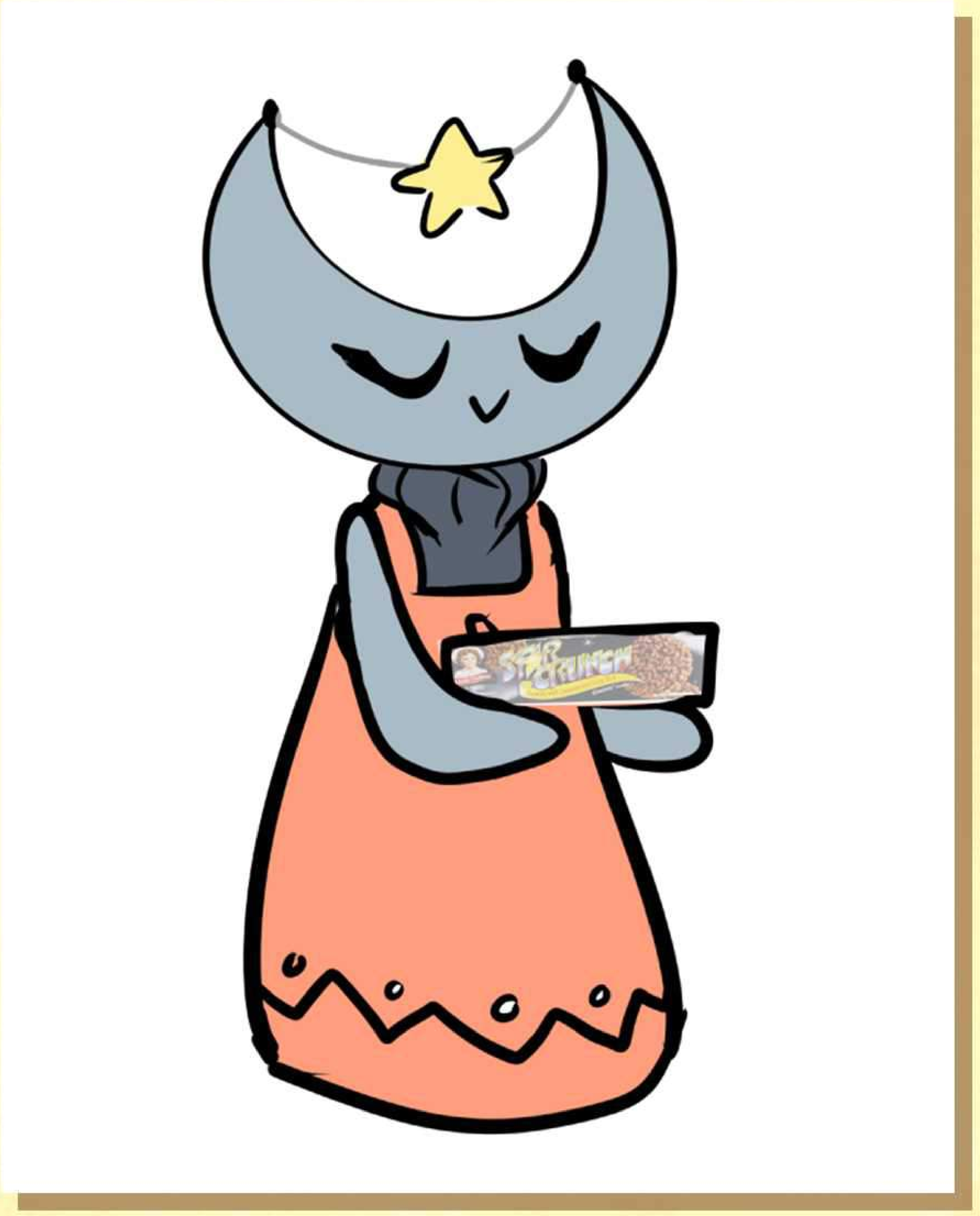

- very pointy
- lots of TRIANGLES*
hat has a sort of mickey mouse effect? (always faces the player)
fingers made of Triangles

bandito.png - 2016
LitvacArt

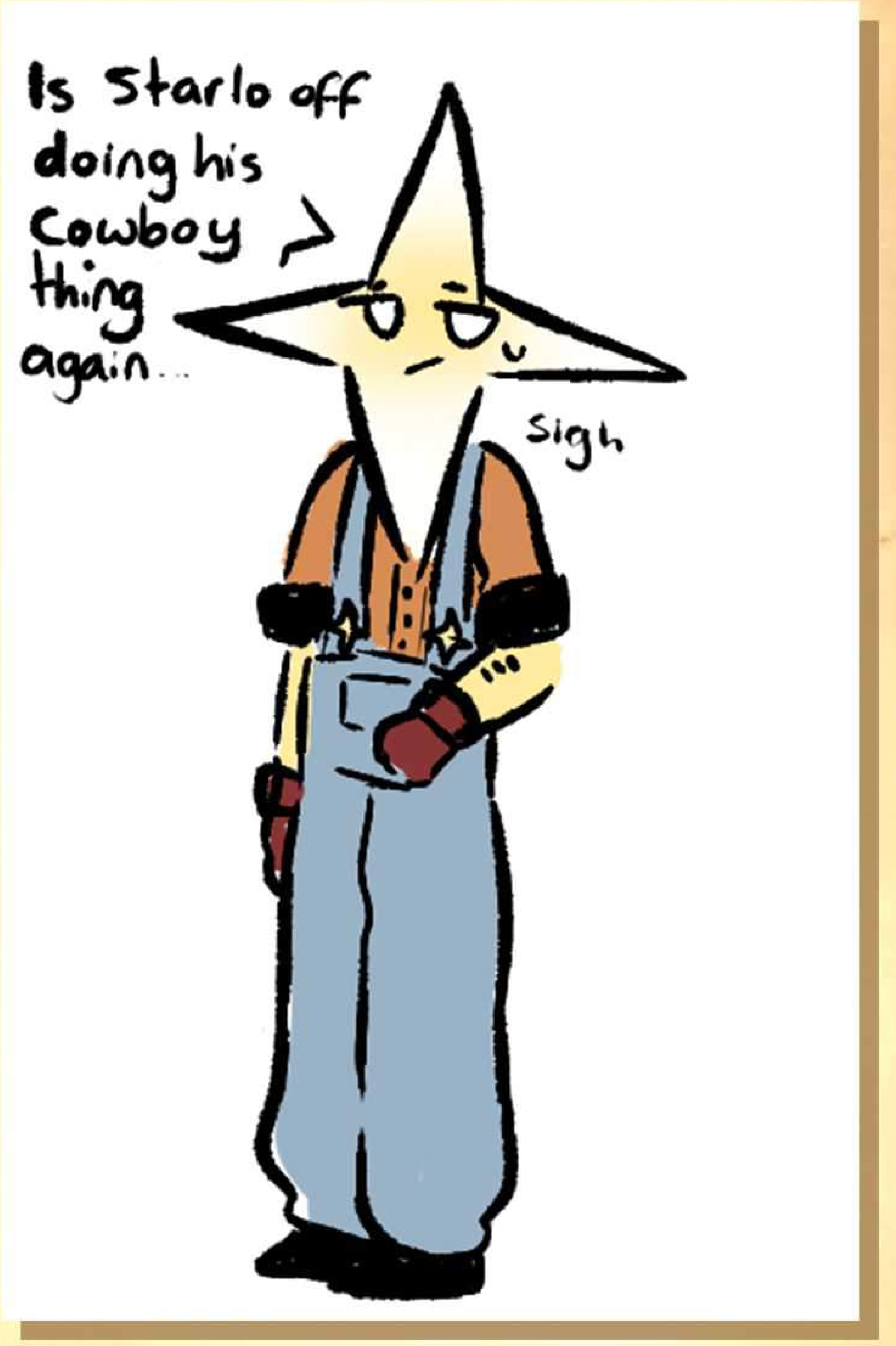
Vengeful Virgil was supposed to be the boss of the Wild East before the Star was born.
You would’ve stormed his mountain hideout and taken him and his goons out to save the town and earn the role of sheriff.
- Sword


Solomon~
Sunglasses because he's cool

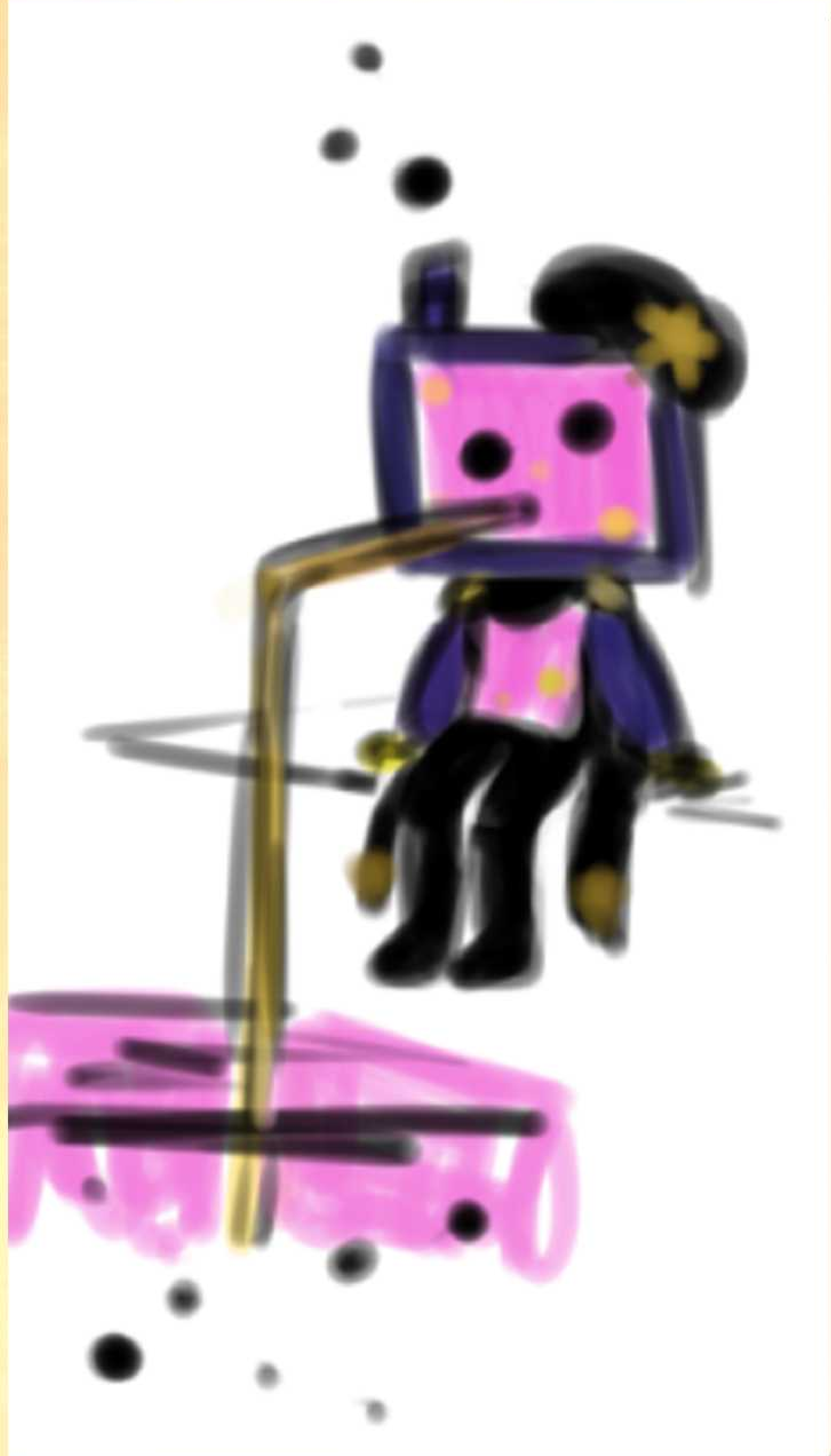
solomon.png - 2018
NeroSensei



crestina.png - 2018
Figburn

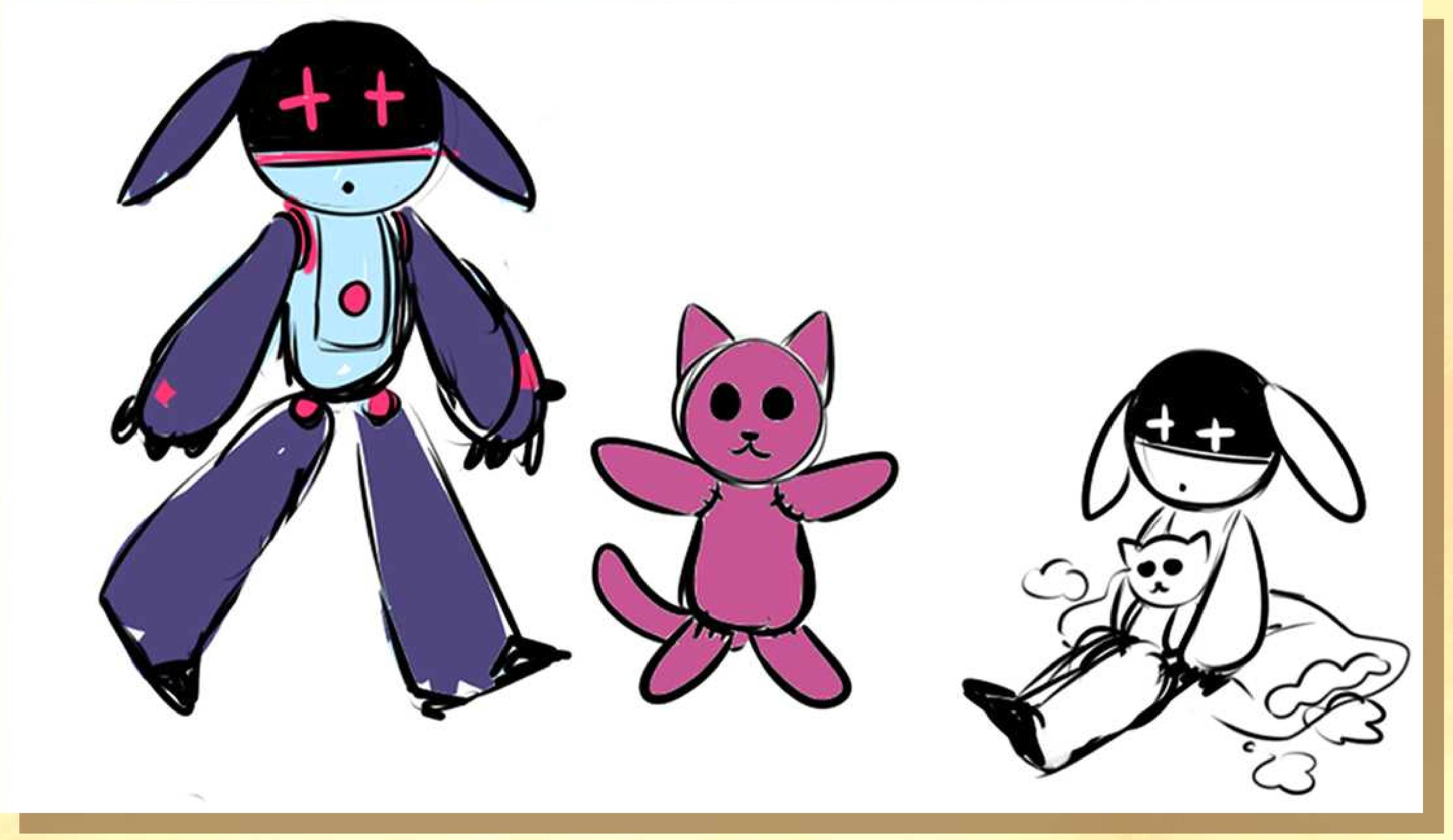

Is Starlo off doing his cowboy thing again...
sigh

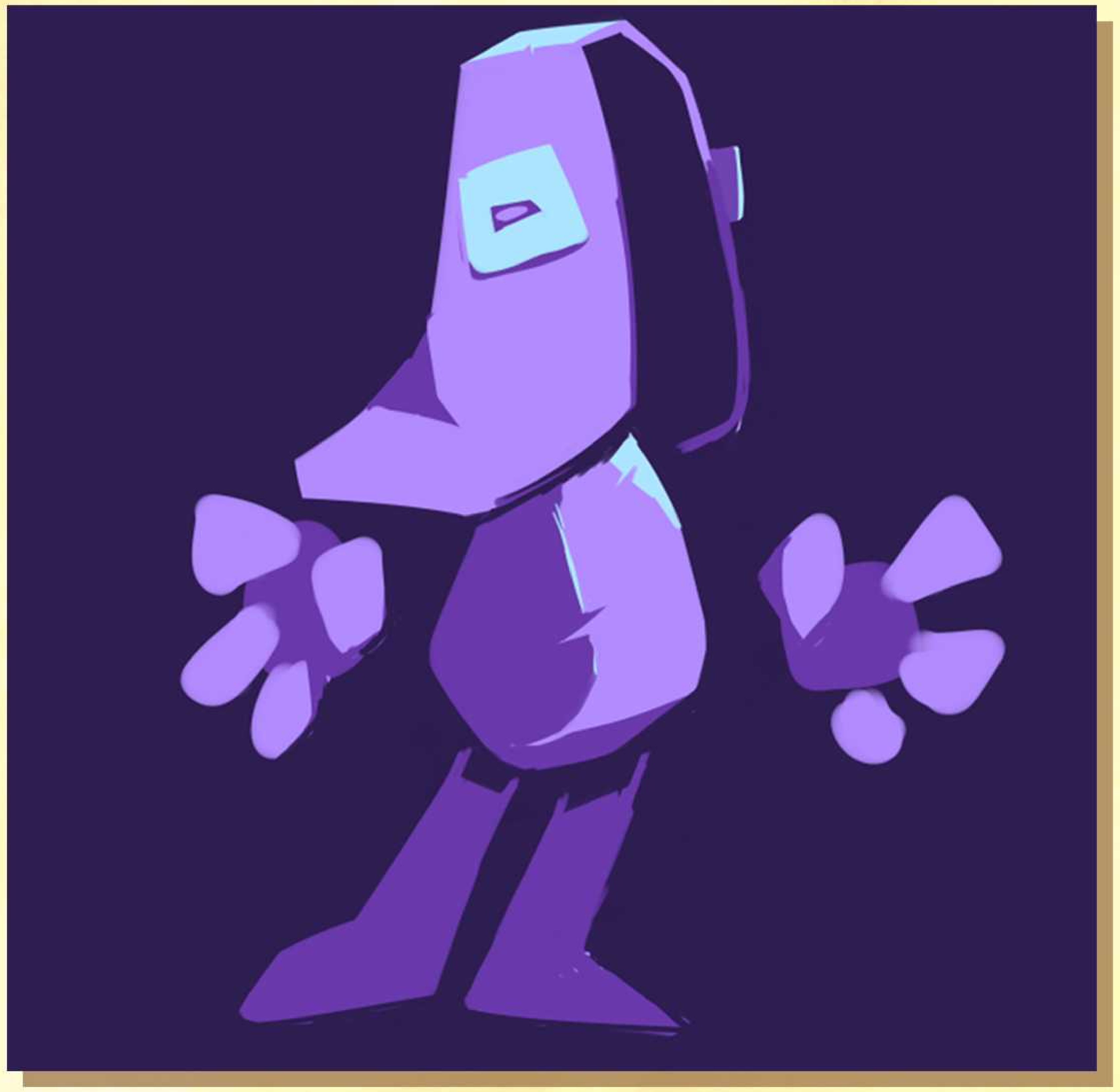
orion.png - 2018
TeleviQ



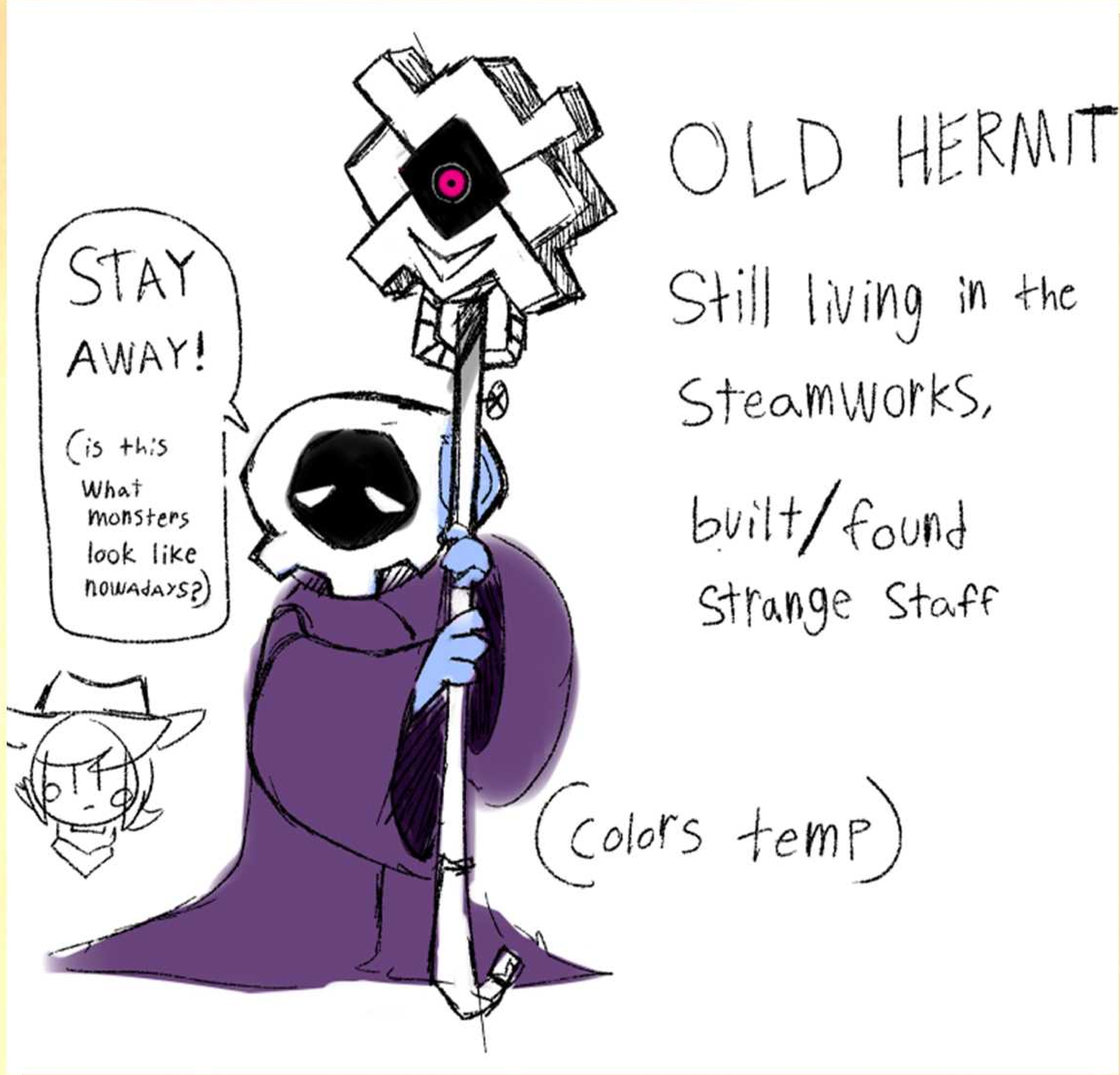
bobabot.png - 2019
TeleviQ

baby.png - 2020
TeleviQ





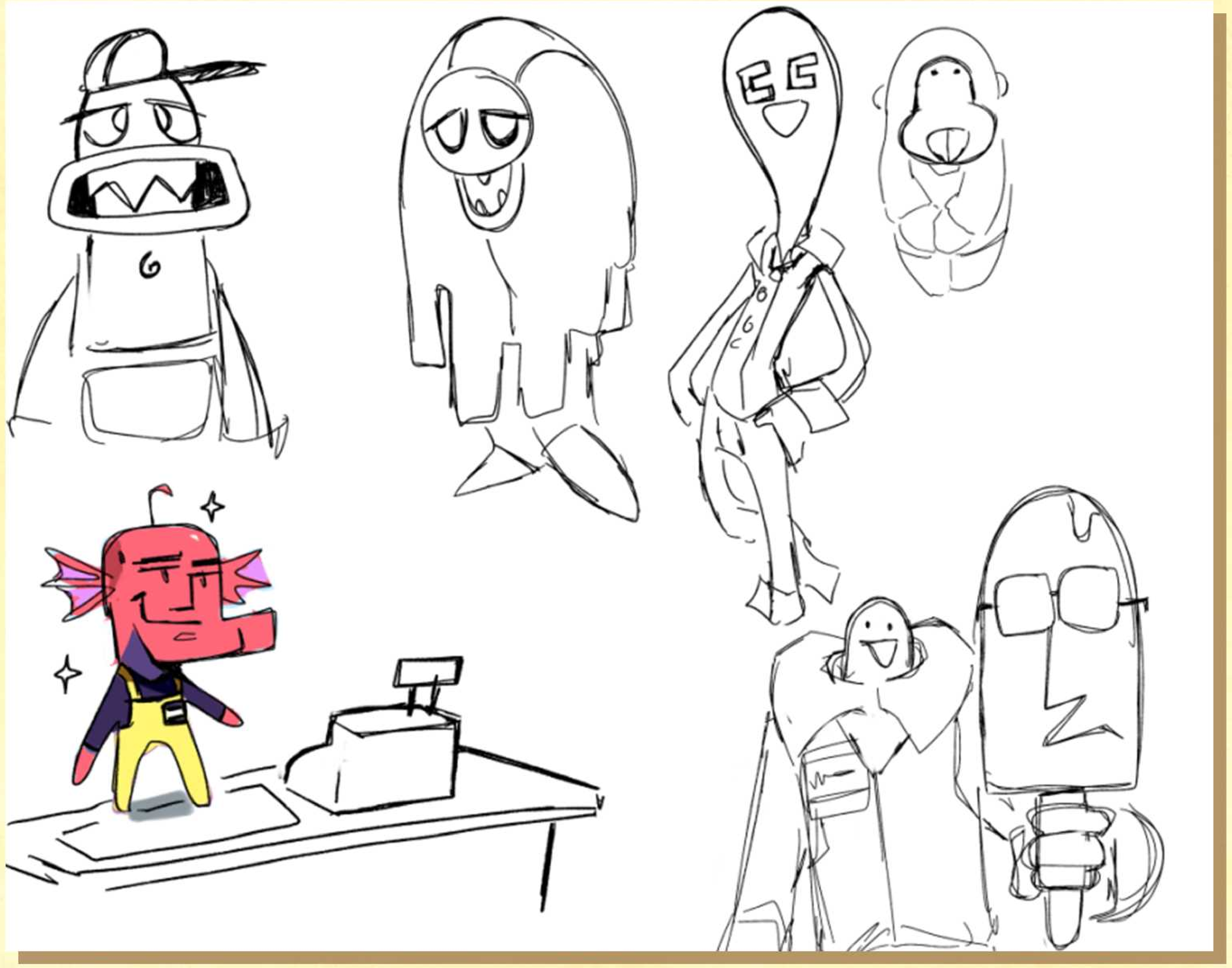
funnie bot.png - 2020
Figburn


STAY AWAY!
(is this What monsters look like nowadays?)
OLD HERMIT
Still living in the Steamworks,
built/found Strange Staff
(Colors temp)

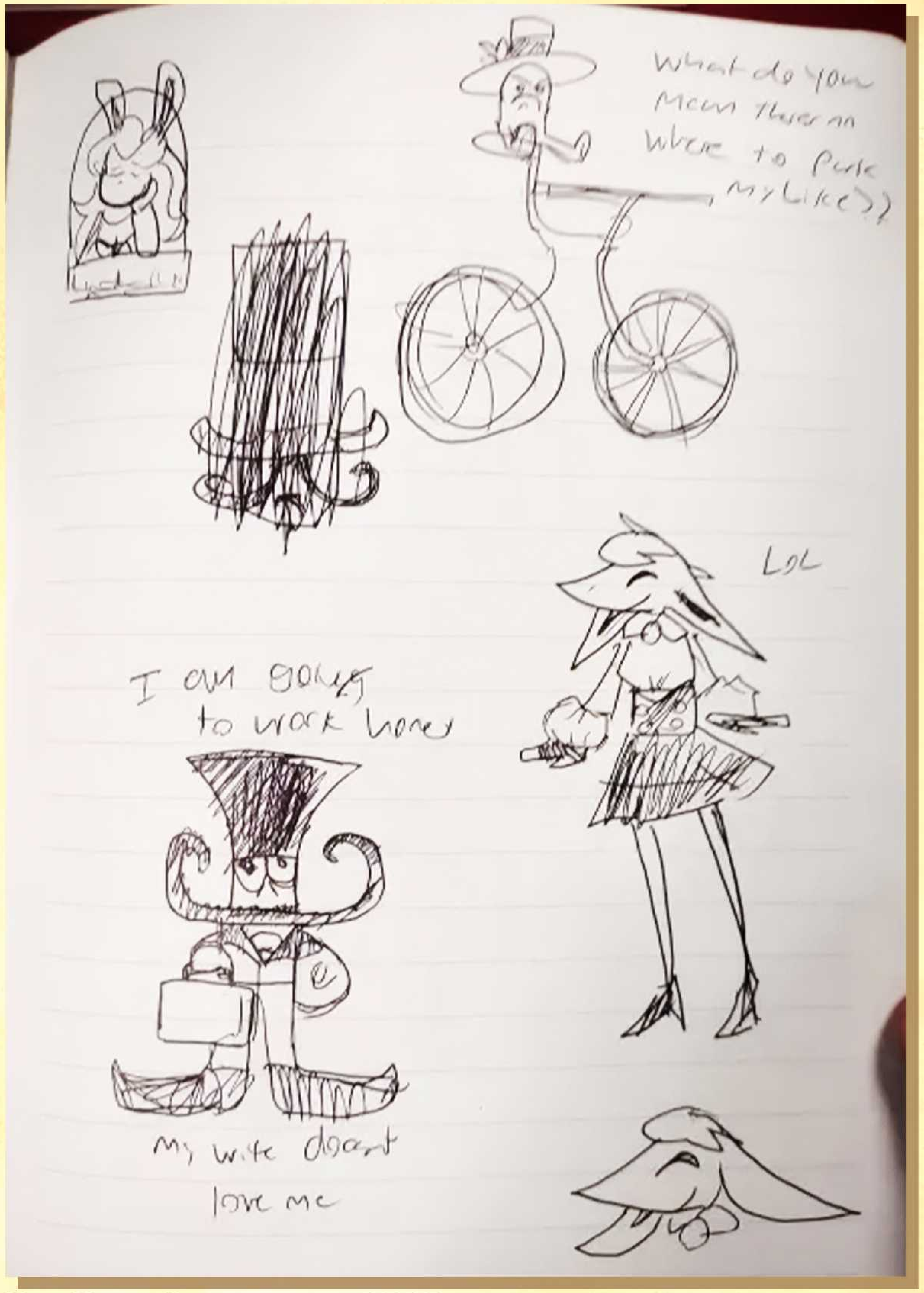
old hermit.png - 2020
Figburn

We passed on the Hermit as the miniboss, as it lessened the impact of the abandoned and “monster-less” Steamworks to have a mandatory monster encounter.

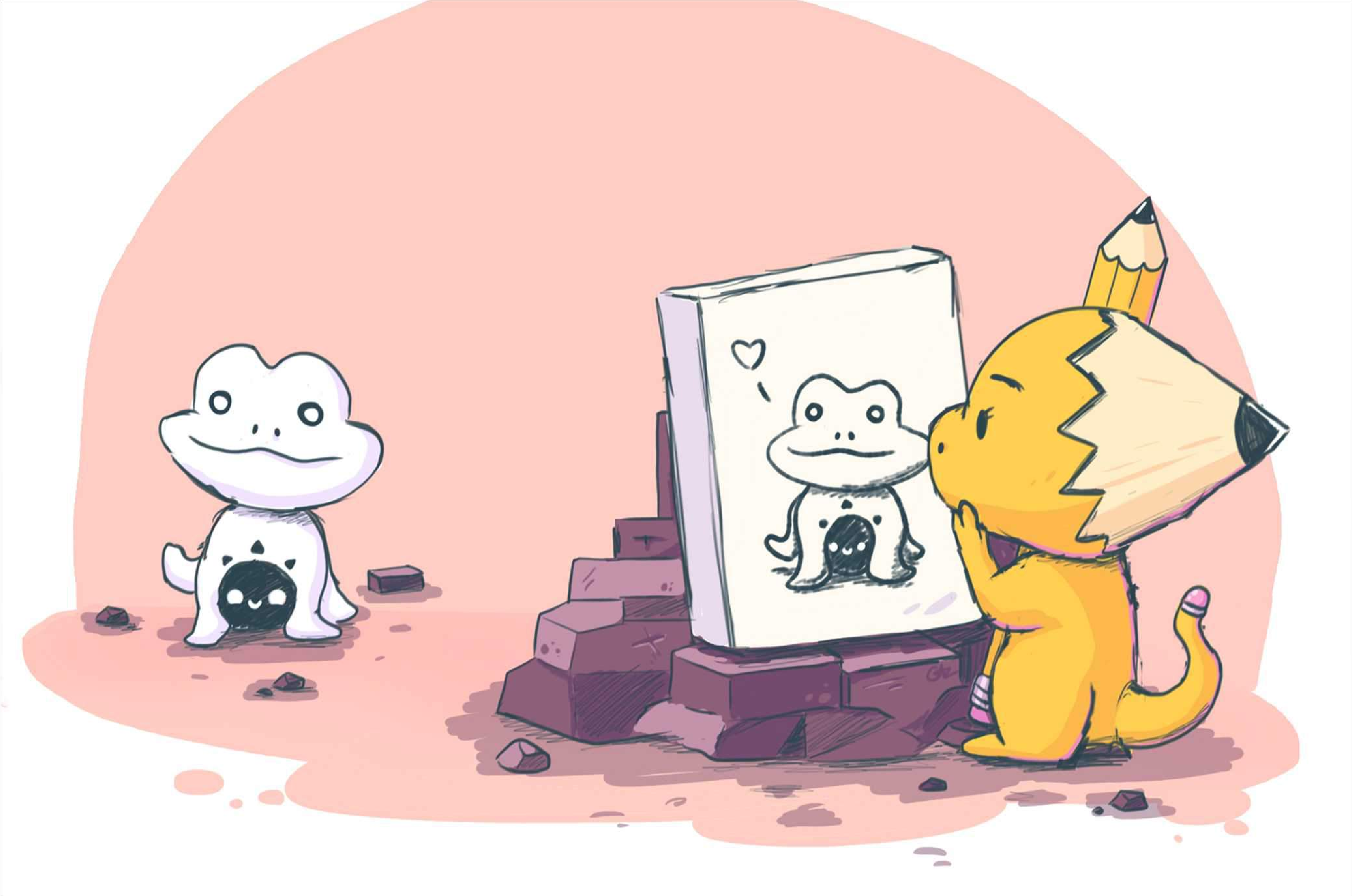
- Fig



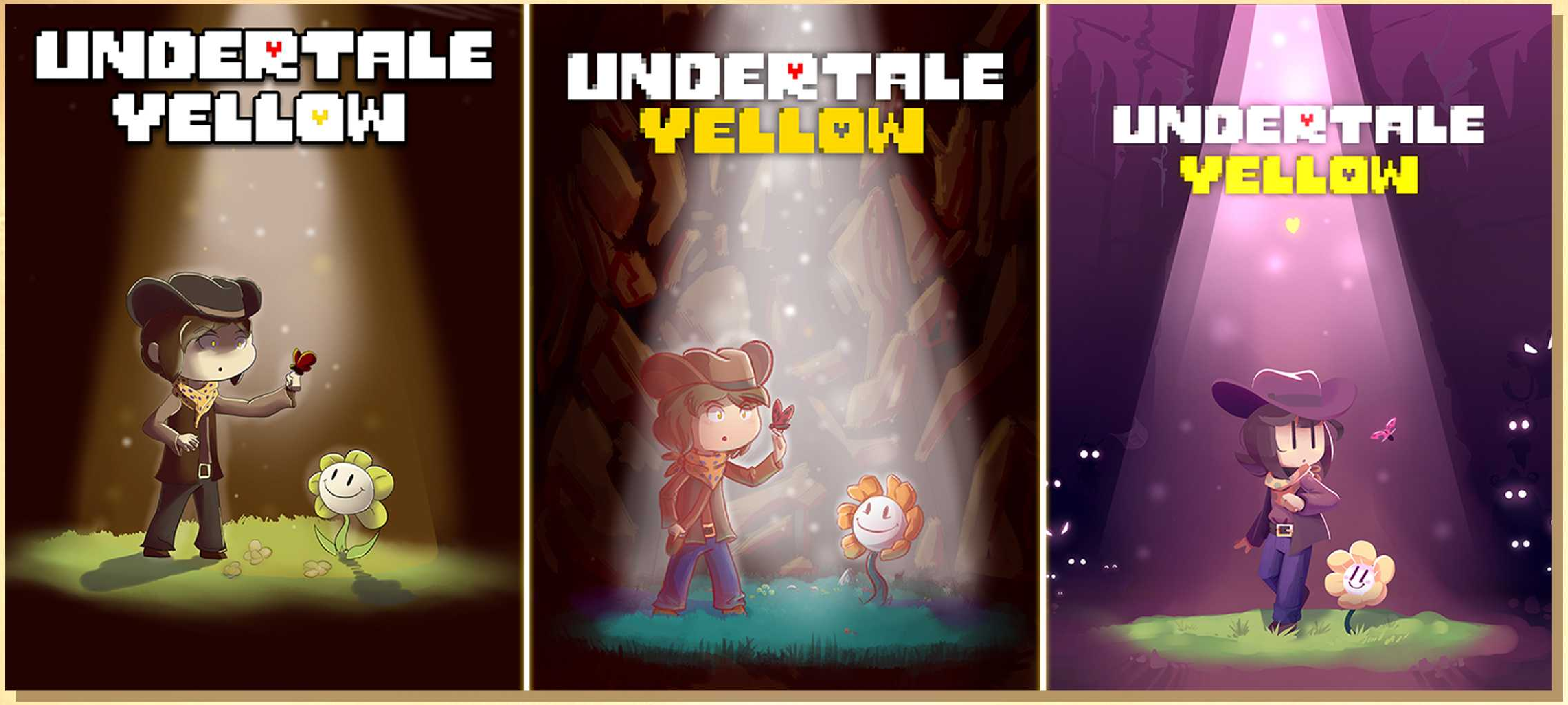
NPCs hotland.png - 2021
Figburn


What do you Mean there no where to park my bike??
LoL
I am going to work now
My wife doesnt love me

NewHomeNpcs.png - 2022
AeroArtwork



ILLUSTRATIONS & SKETCHES



main_art_evo.png - 2016, '17, '18
Figburn

Early on, the goal with much of the art was to "imitate official Undertale artwork", but as we moved forward I was finding my style as UTY was finding its own. In the end, I feel it culminated into a look that is both original, and represents the spirit of the game.

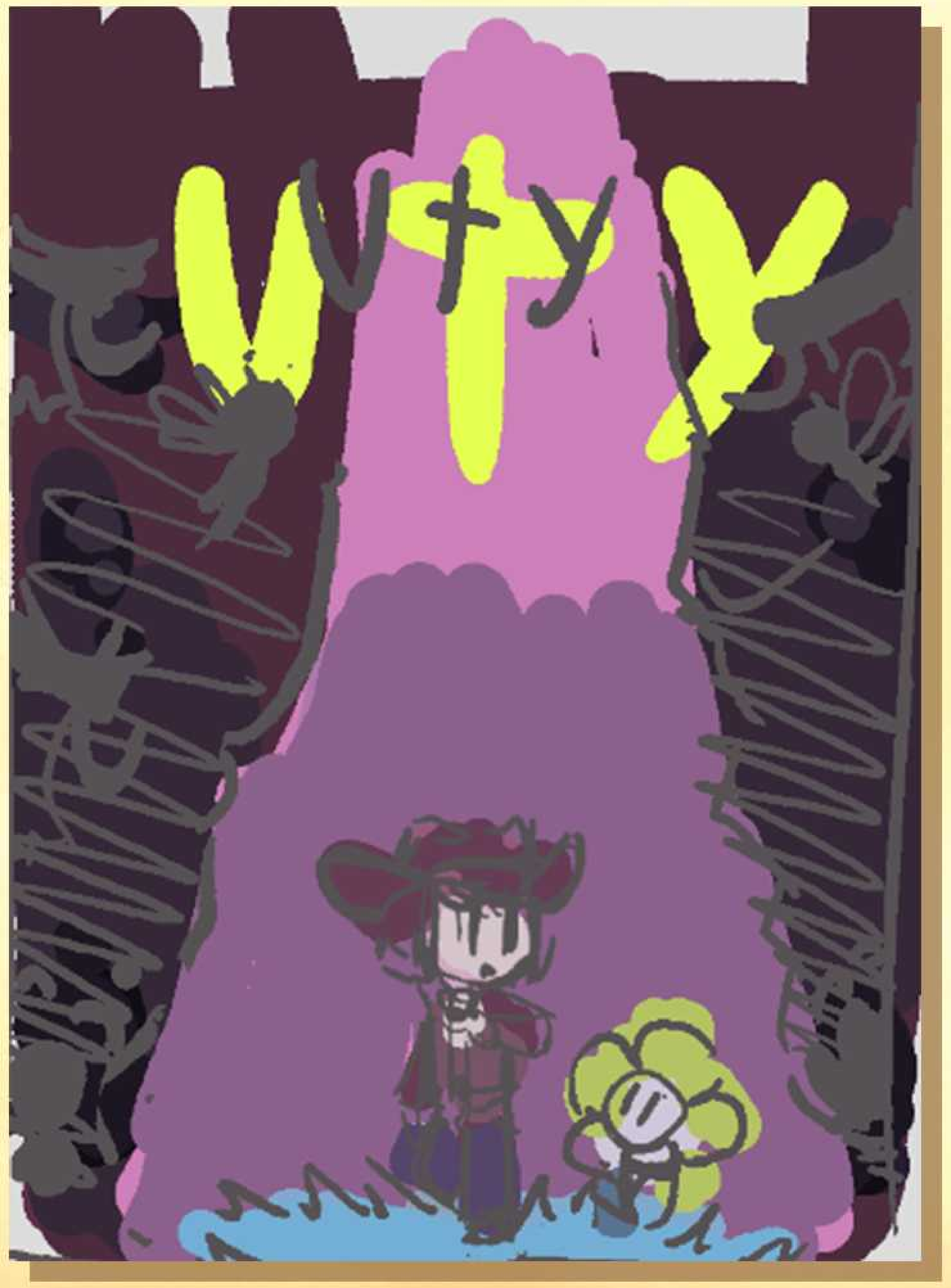
- Fig

Every game needs key art, and I was so lucky to meet our key artist, Figburn, right at the start of development.

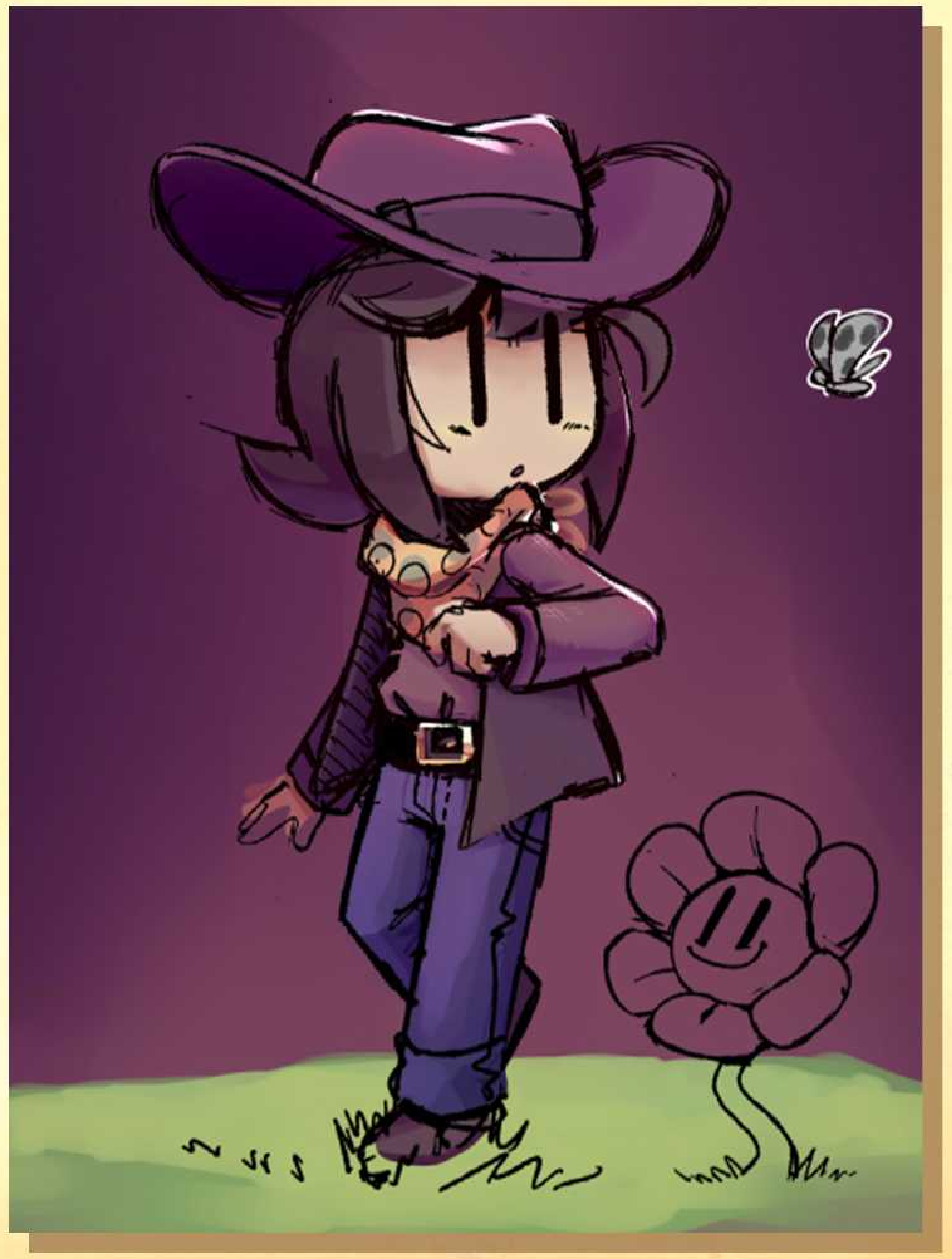
That wasn't his job at the time, but over the next few years, he honed his craft to develop an amazing artstyle that became synonymous with UTY.

From silly sketches to full animations, he was there through it all. I'm grateful to have had him as a dev, but more importantly, as a friend.

- Sword

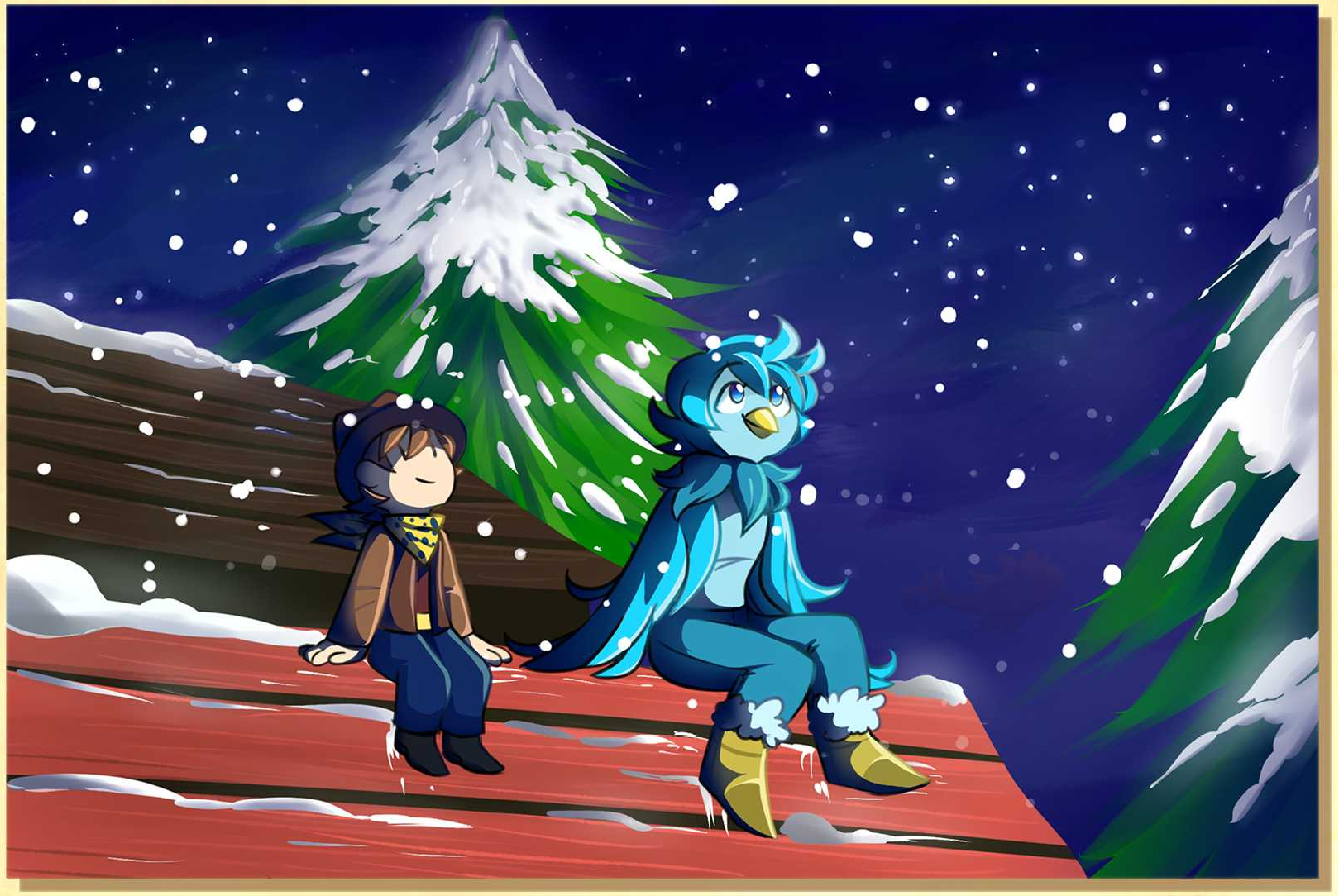


Cover art wip.png - 2018
Figburn



Cover art early 2.png - 2018
Figburn

martlet_and_clover_v2.png - 2017
NeroSensei

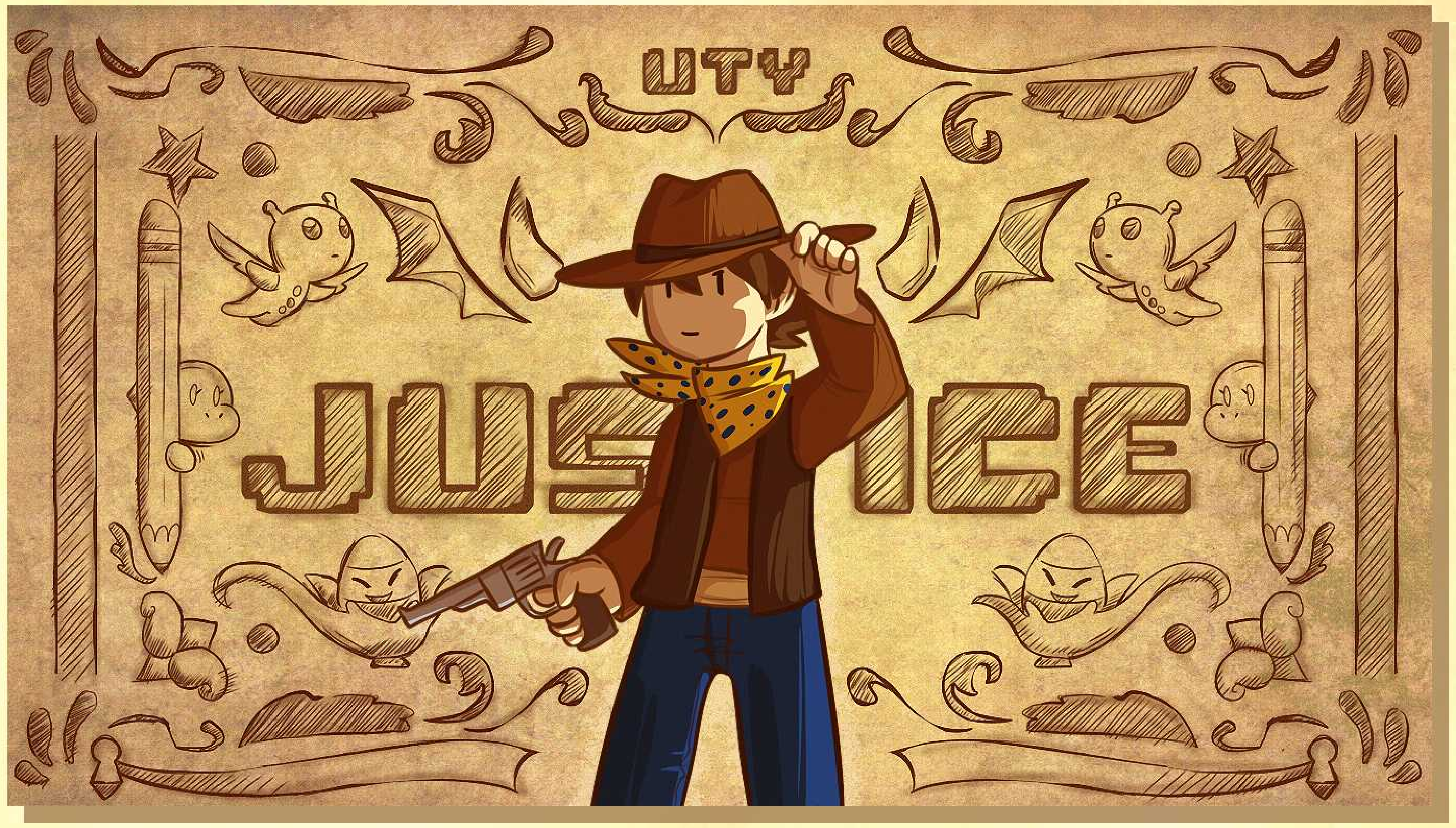


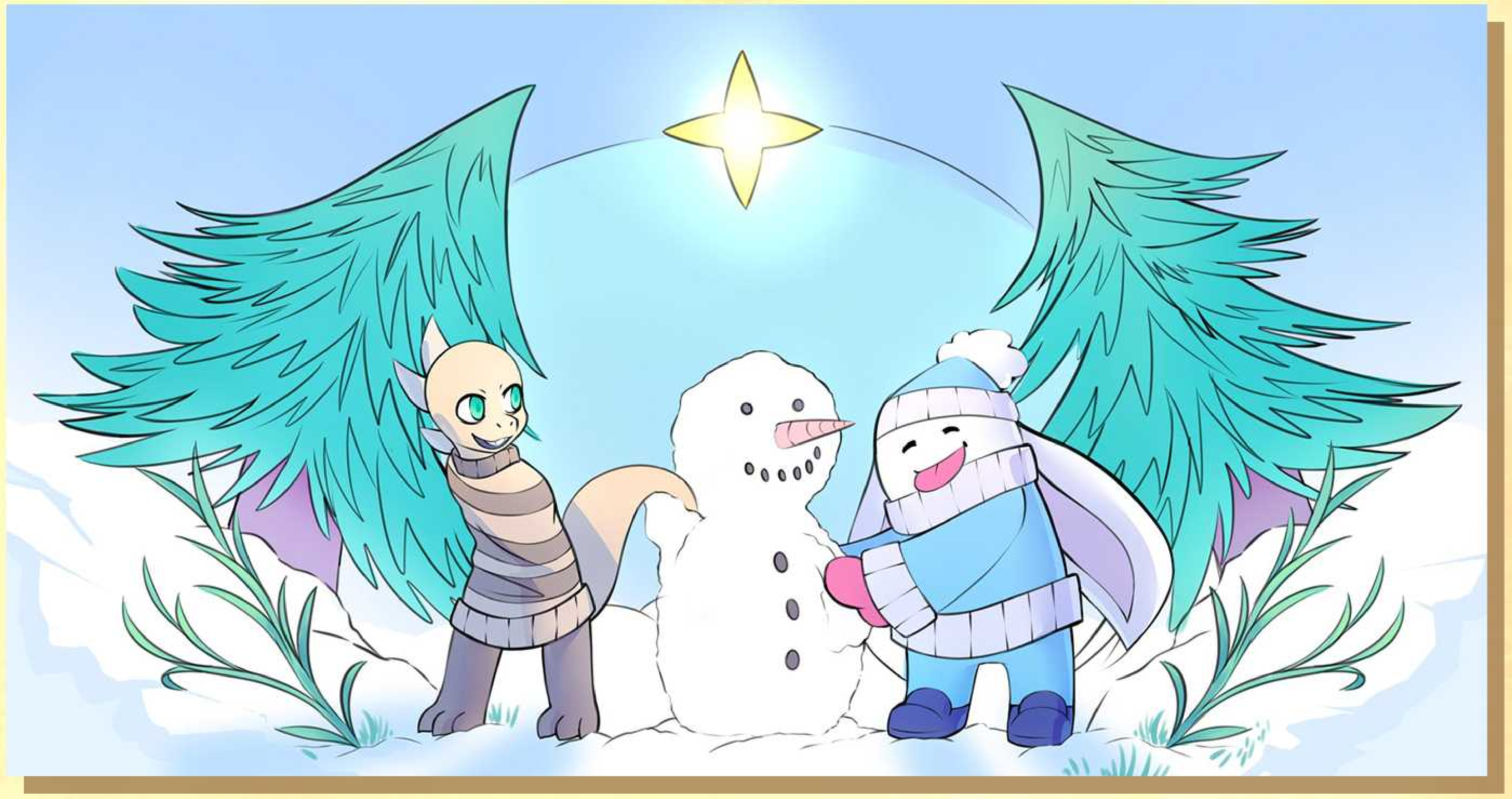
Over the nearly eight year development cycle, we kept our finger on the PR pulse, whether that was through Twitter, Game Jolt, or YouTube.

We knew the game would take a long time, but didn't want to go dark for years on end, so the talented design team would often make unique artwork to stay in touch with those following us.

- Sword

clover_wallpaper.png - 20XX
NeroSensei



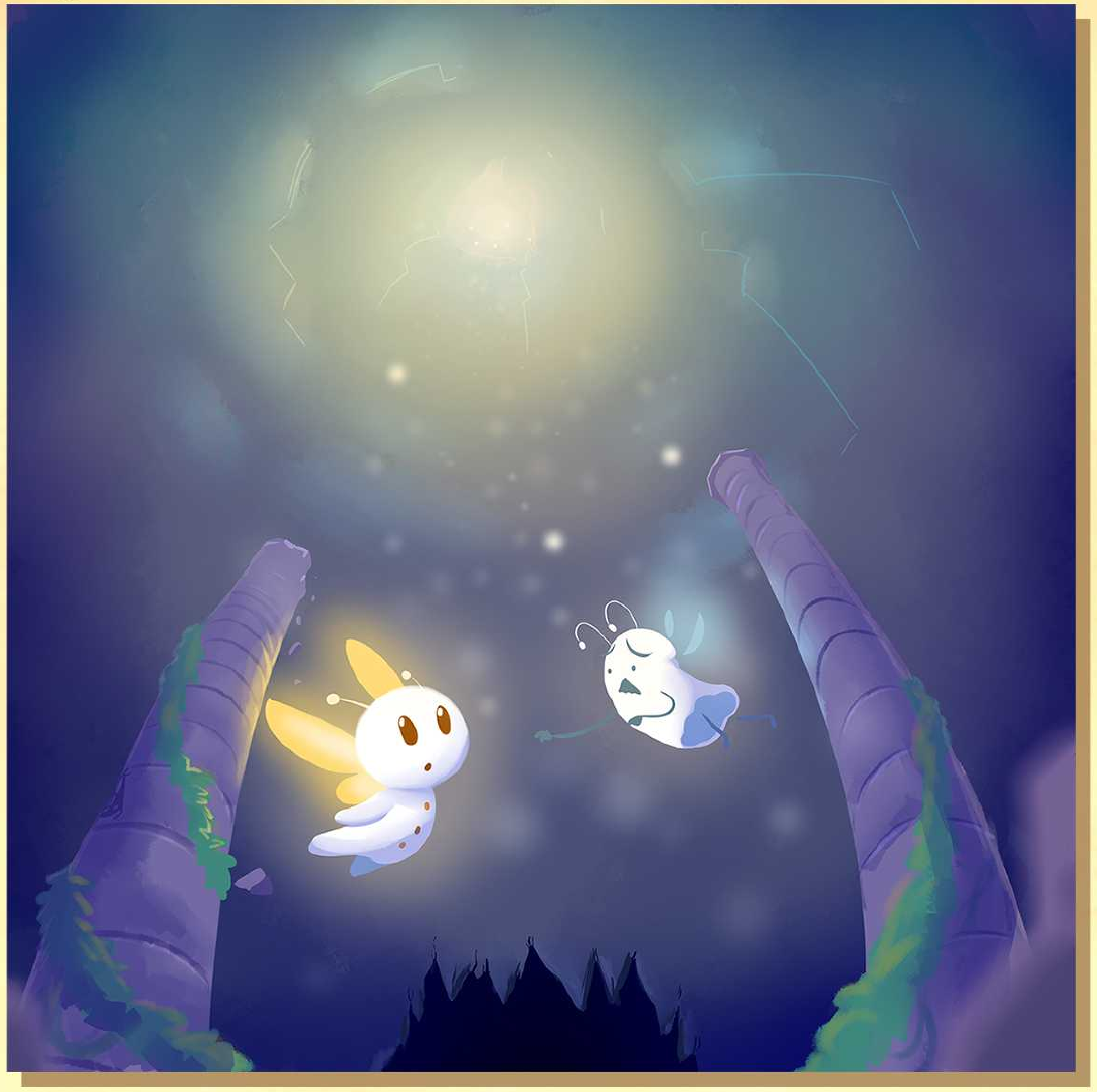


2nd UT Anni.png - 2017
NeroSensei

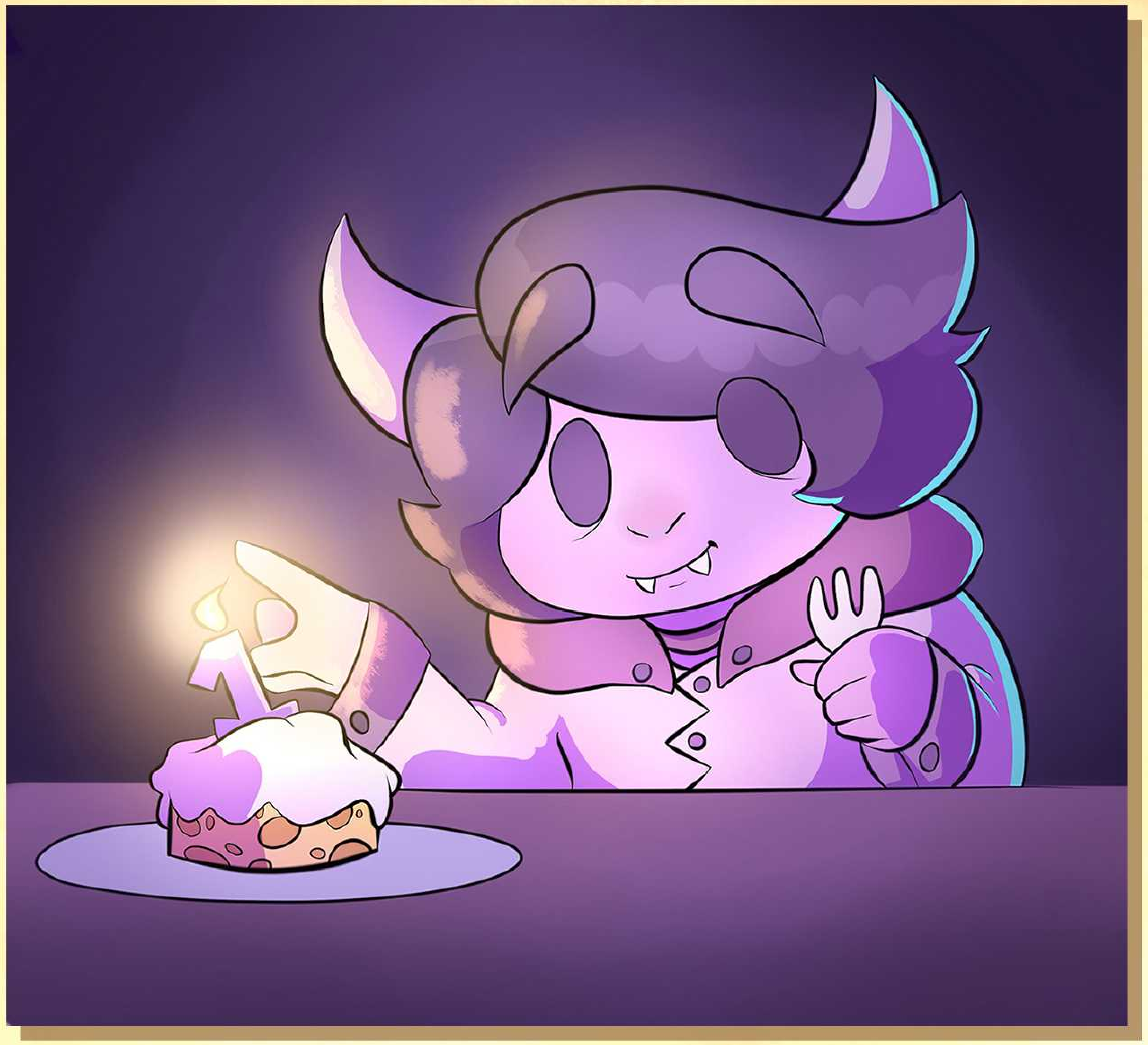
It was very cute to have UT and UTY characters interacting in an art piece. Back then it felt very new.

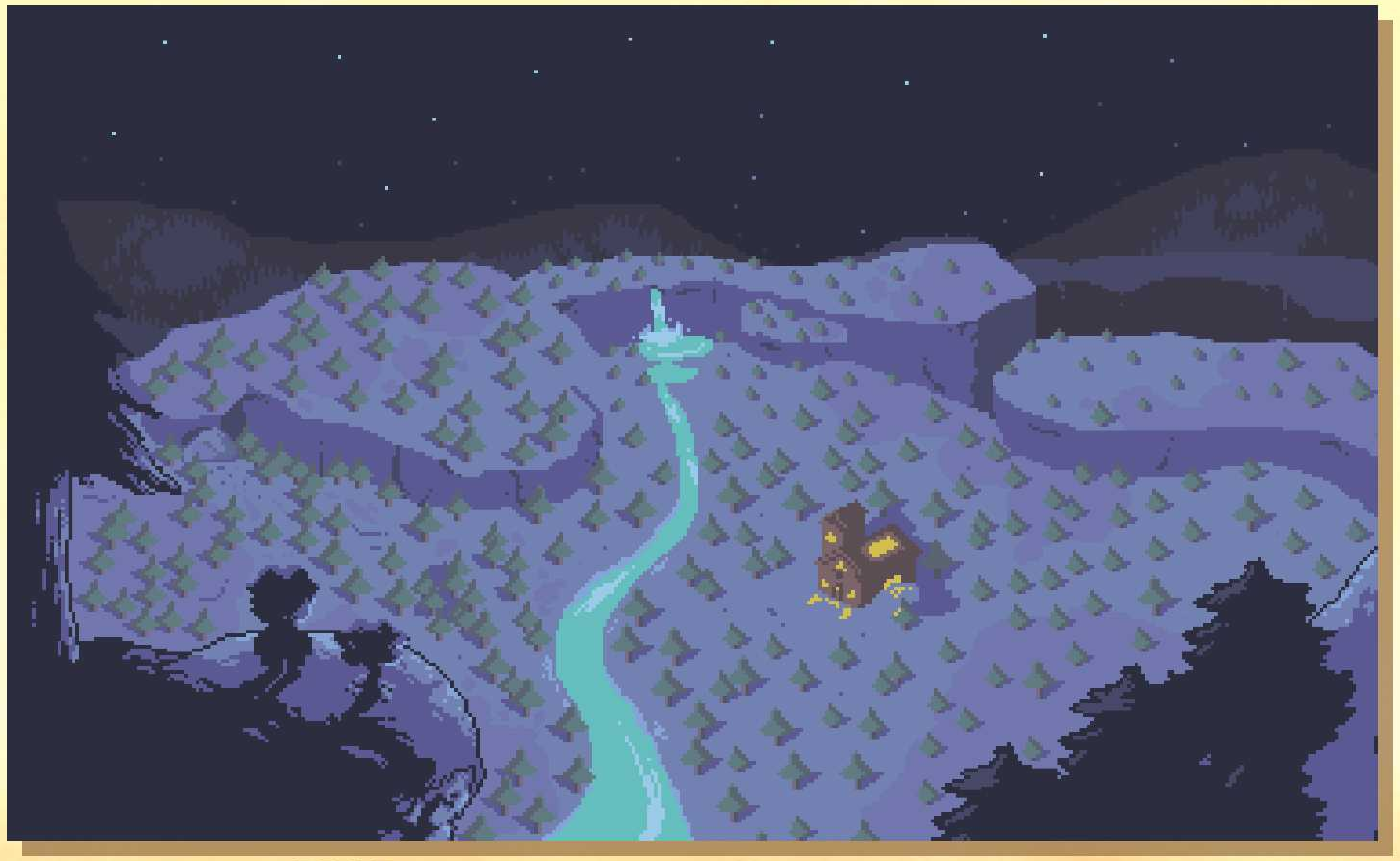
- Nero

flier_i_guess.png - 2016
Figburn

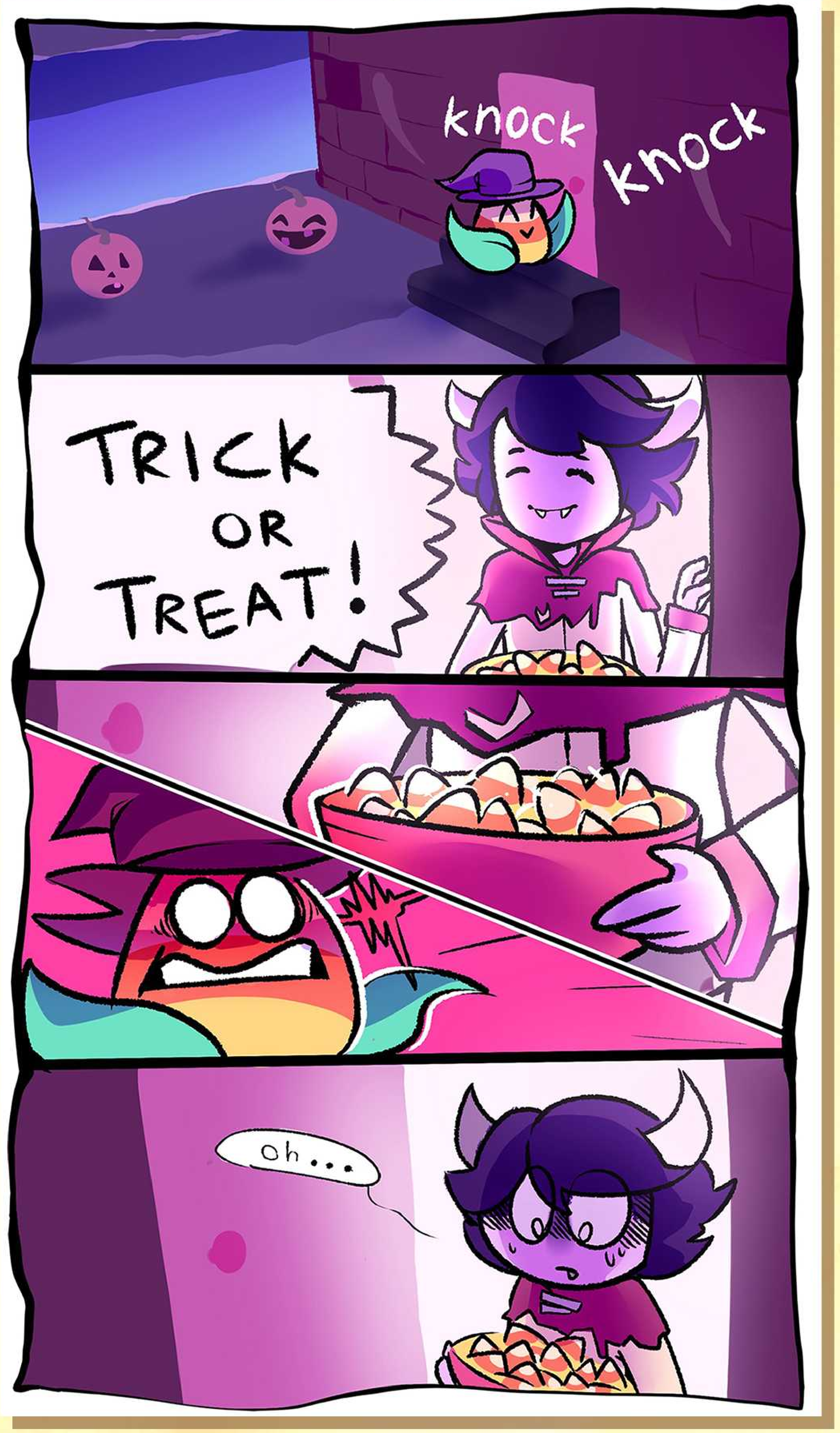


UTY 1st bday.png - 2017
InkuNoodle

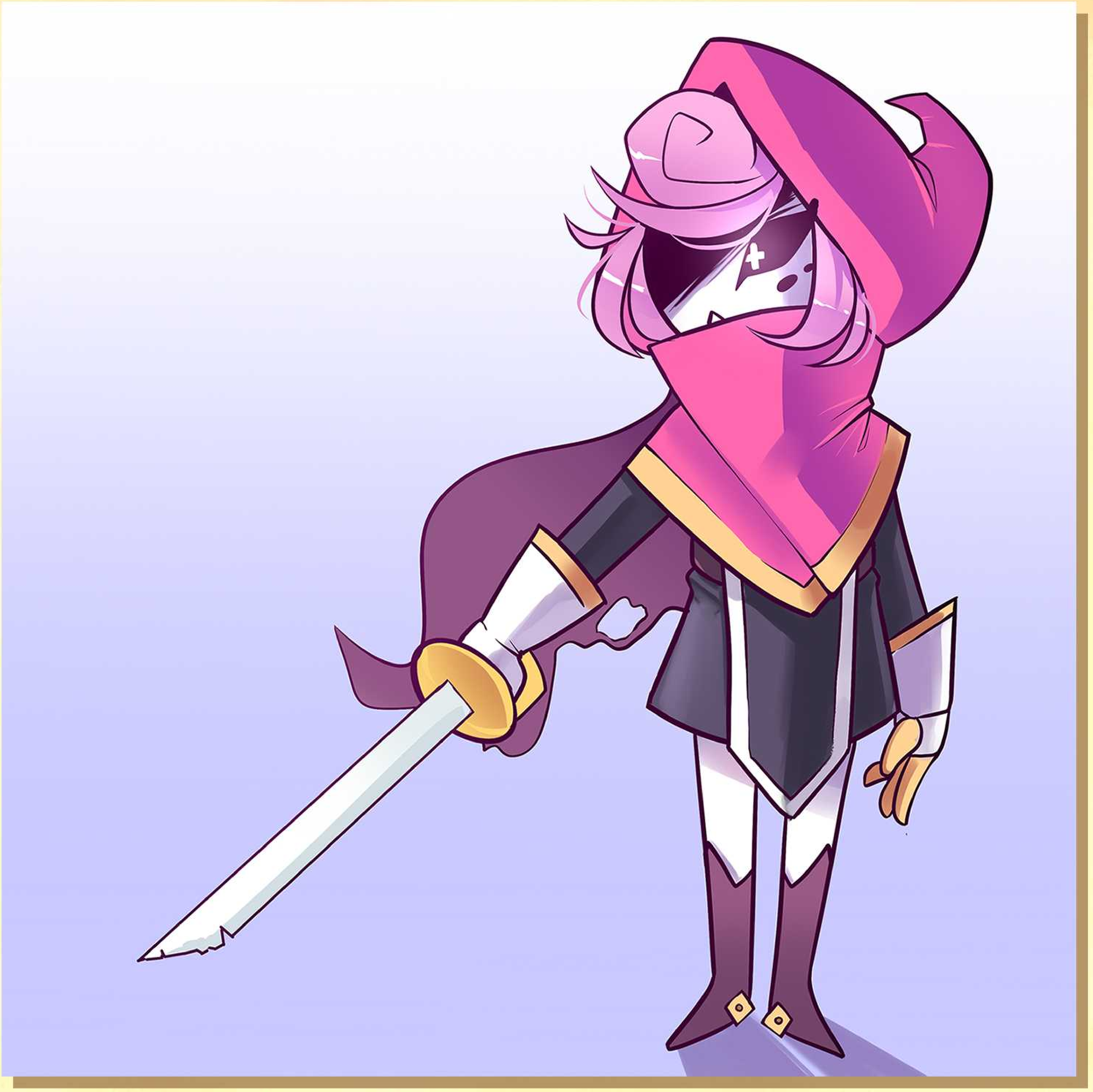




snowy.png - 2017
GlitchedPie



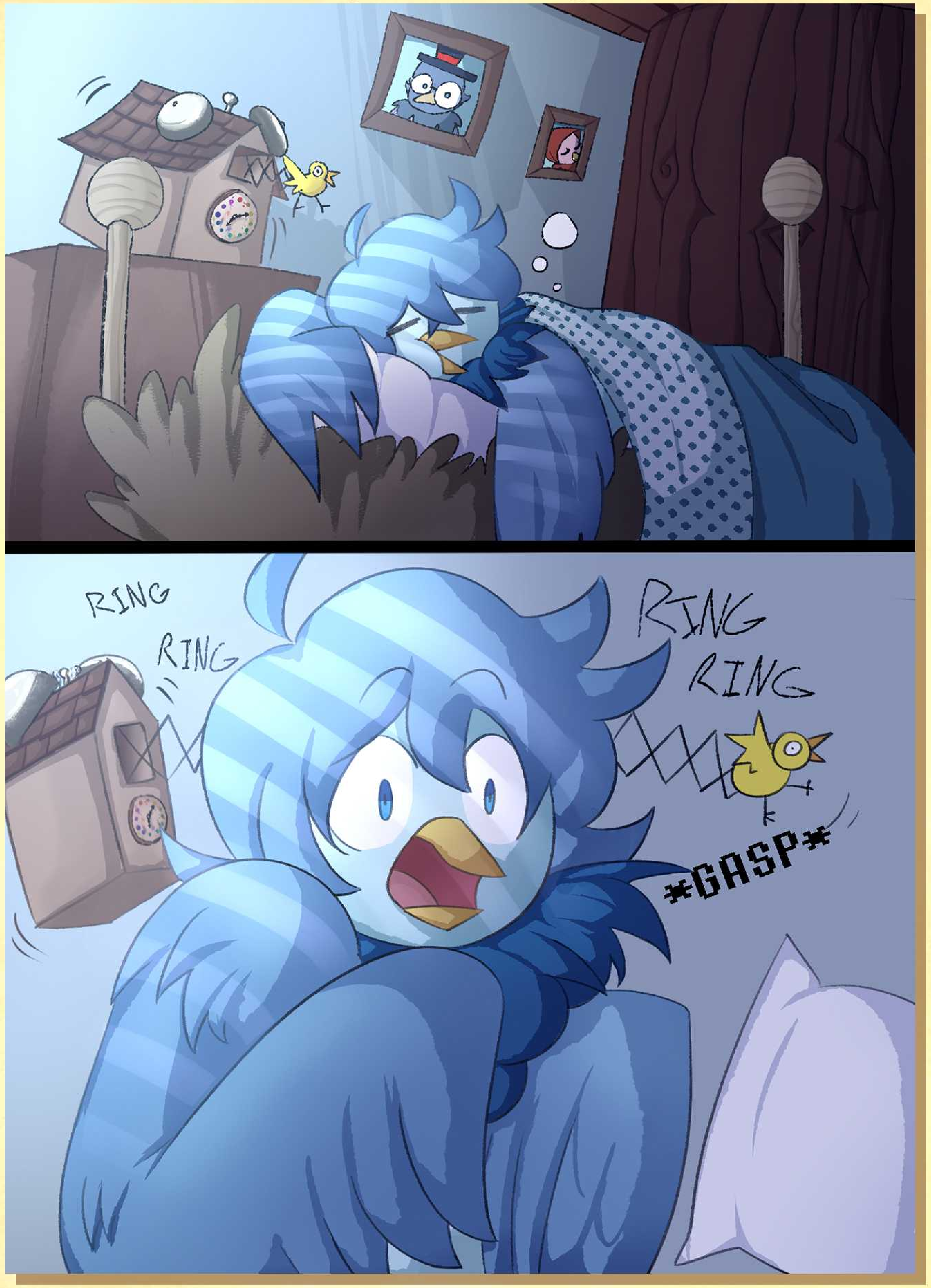
halloween_comic.png - 2017
TeleviQ

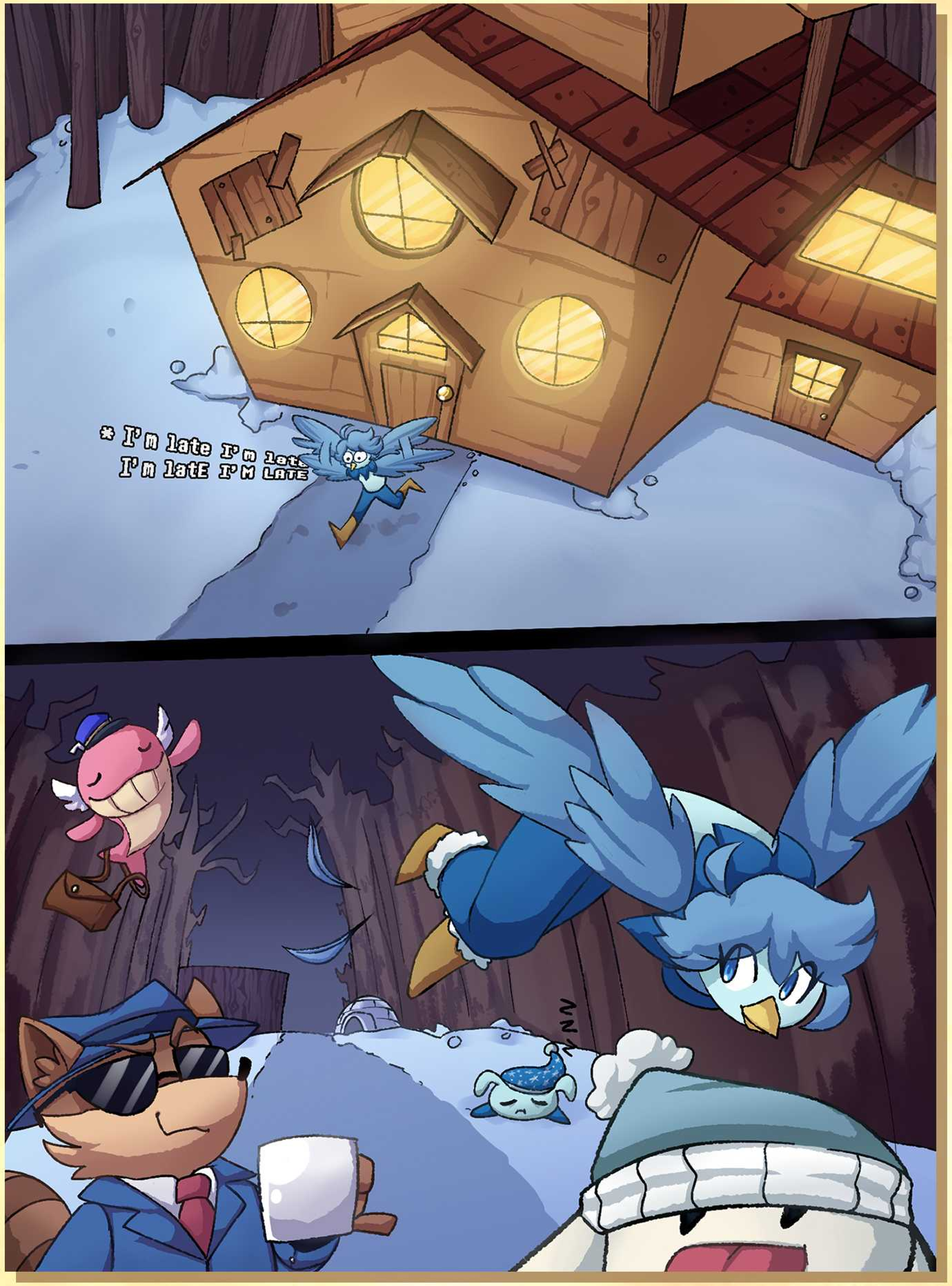


undertale_red.png - 2018
Figburn
Working on the Red design is like working on Undertale fandom royalty, so it was important to keep it both faithful, and unique enough to do the cameo justice.

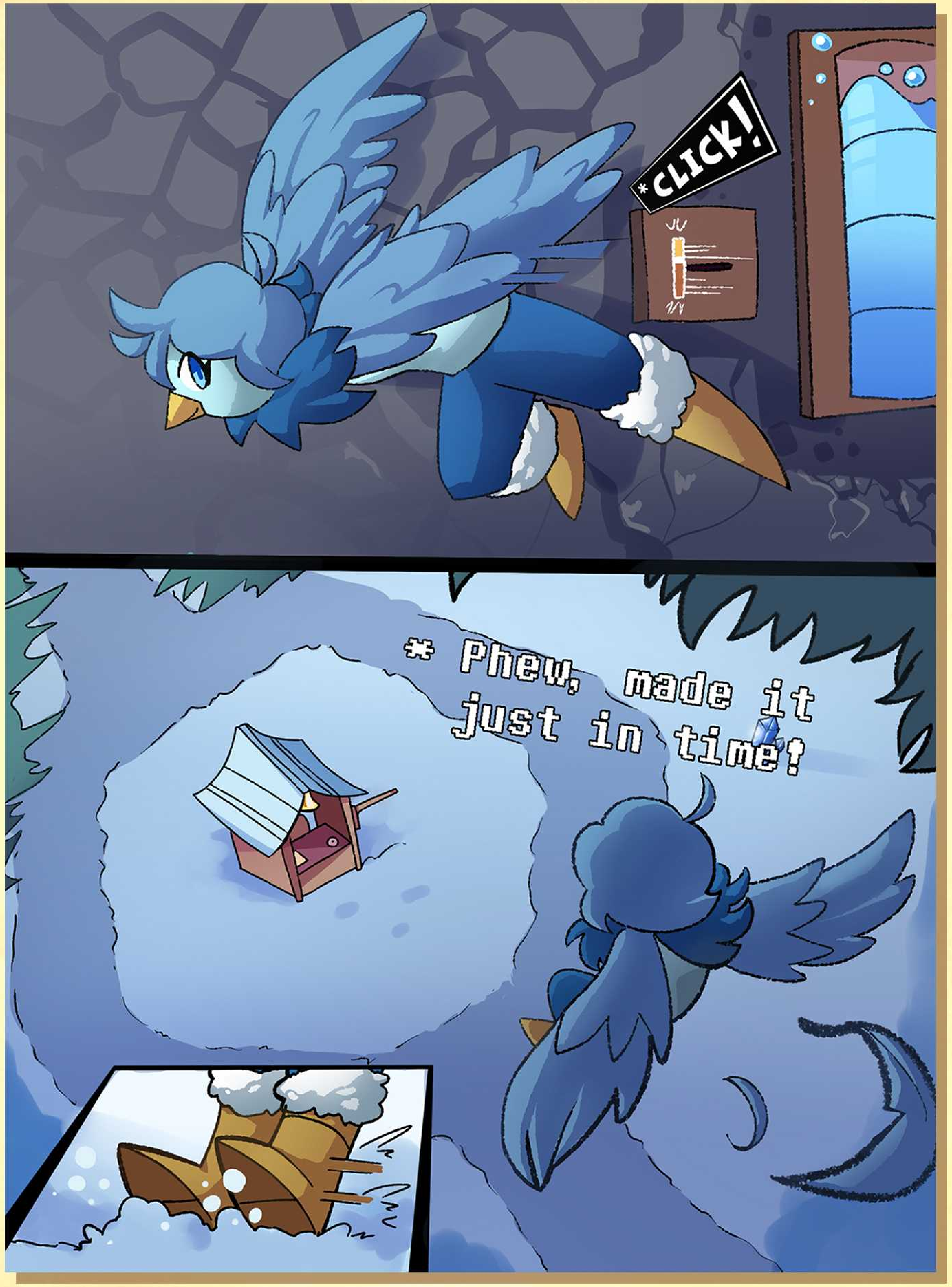
Taxiderby liked it - weight lifted off shoulders!
- Fig

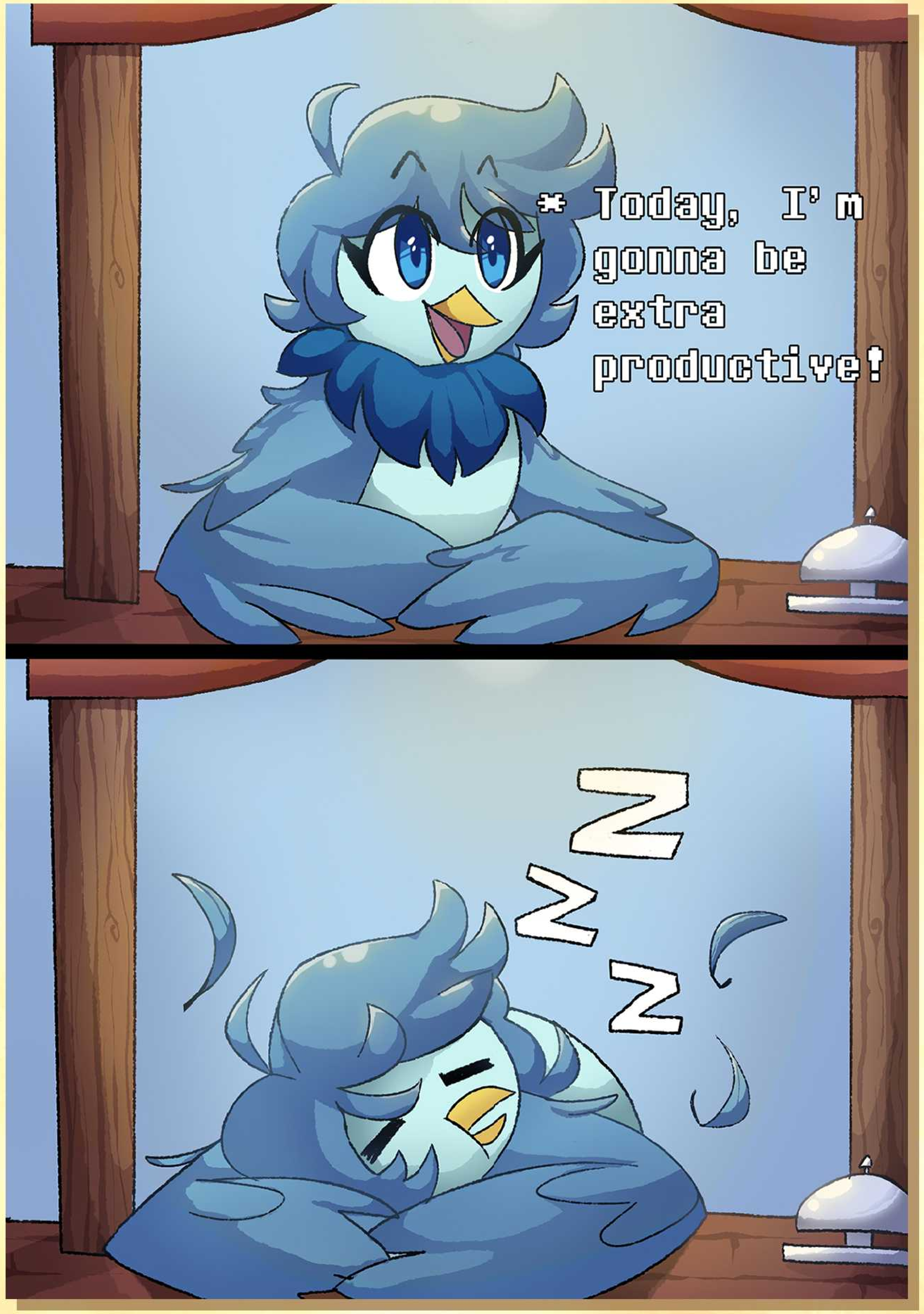
Anni. Comic Pages 1 -2 - 2019
NeroSensei, AWildDaydreamer, Figburn and Greeli_

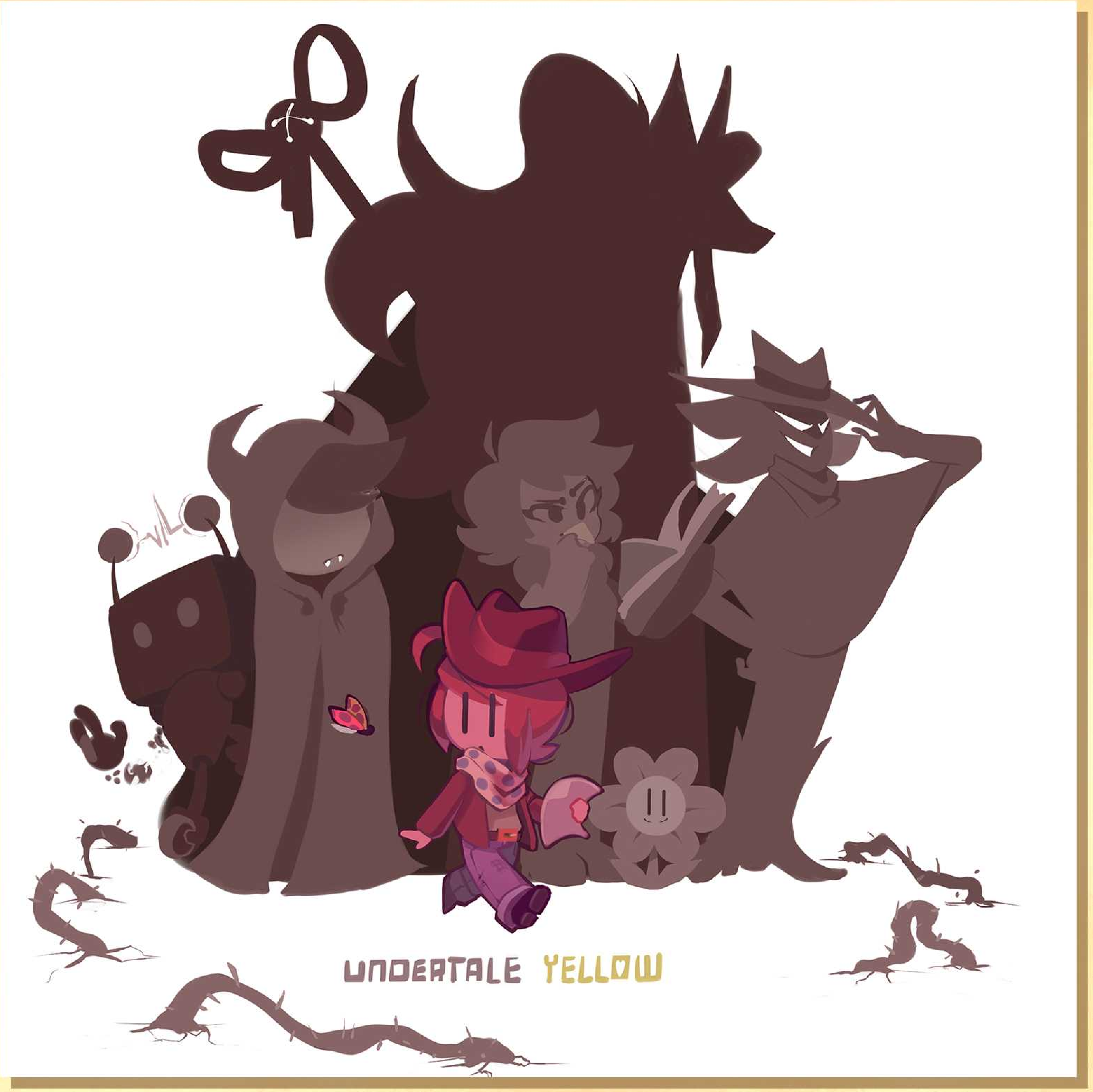

RING
RING
RING
RING
GASP


* I'm late I'm late
I'm latE I'M LATE
ZZZ

Anni. Comic Pages 3 -4 - 2019
NeroSensei, AWildDaydreamer, Figburn and Greeli_

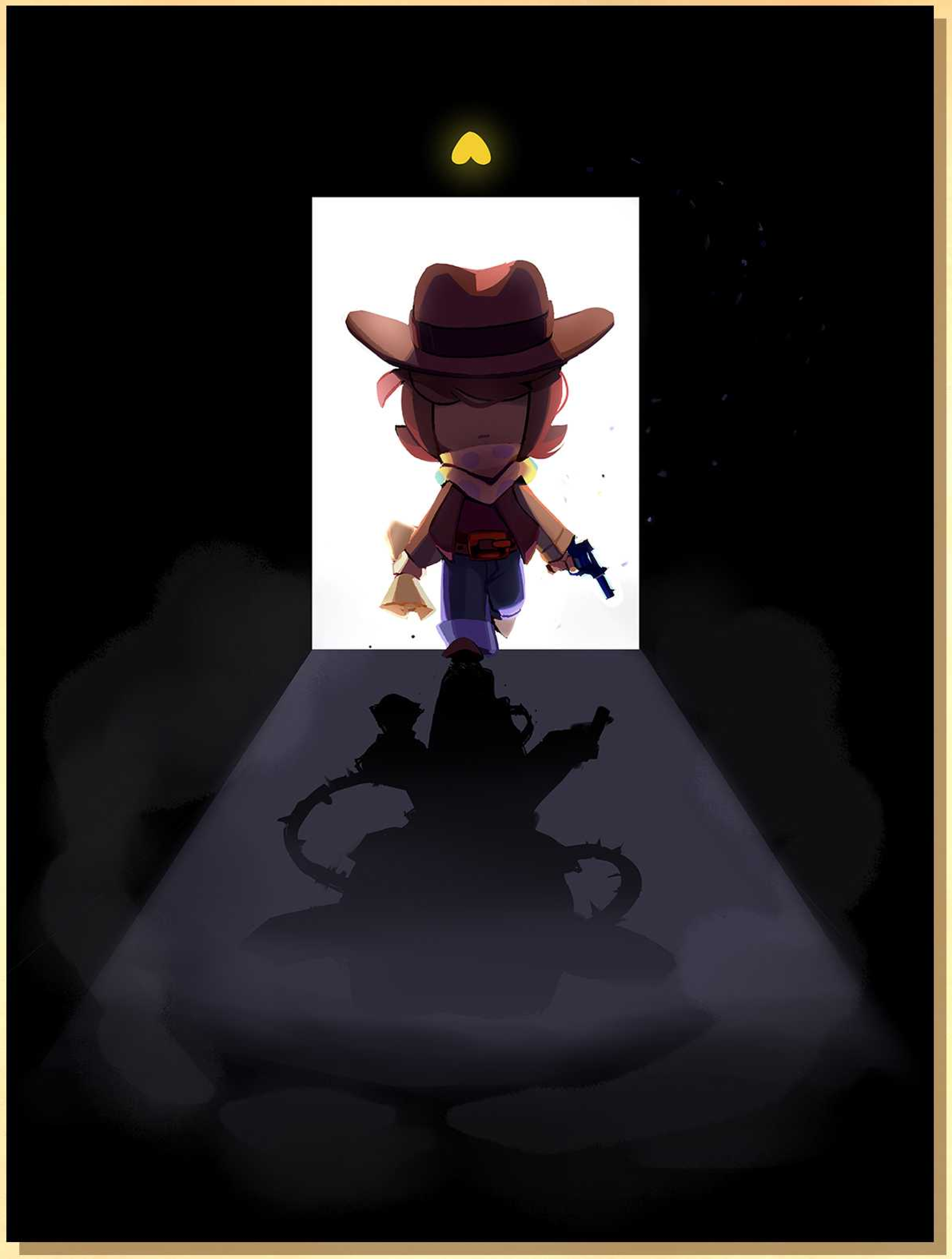

*CLICK!
* Phew, made it just in time!


* Today, I'm gonna be extra productive!
Z
Z
Z

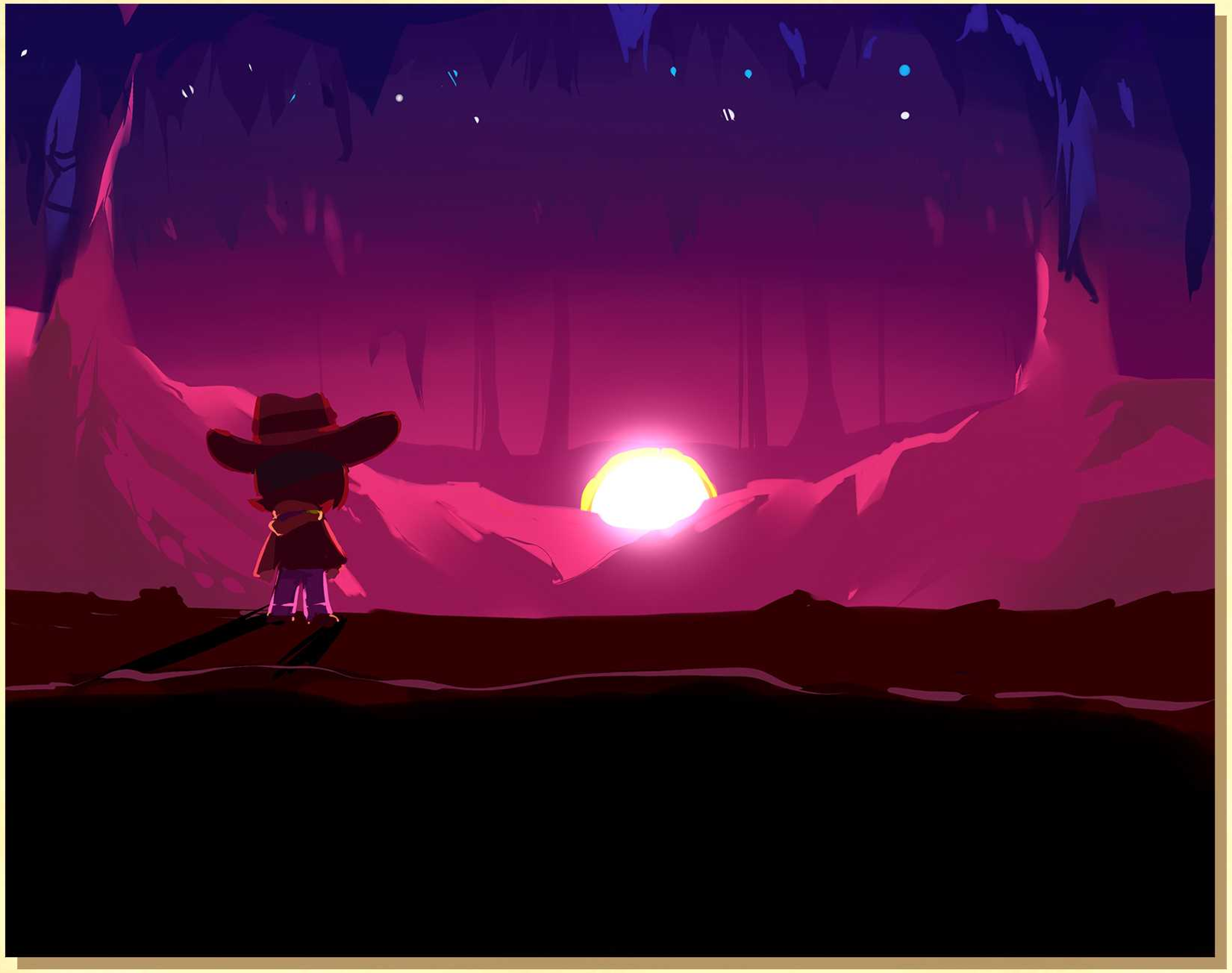


uty_bosses 1.png - 2019
Figburn
A nod to Temmie's Kickstarter artwork for Undertale, though we didn't have a character as large as Asgore for the background. Instead, we have Ceroba there to cause infinite height disputes.

9ft tall or standing on a stool, call it.
- Fig

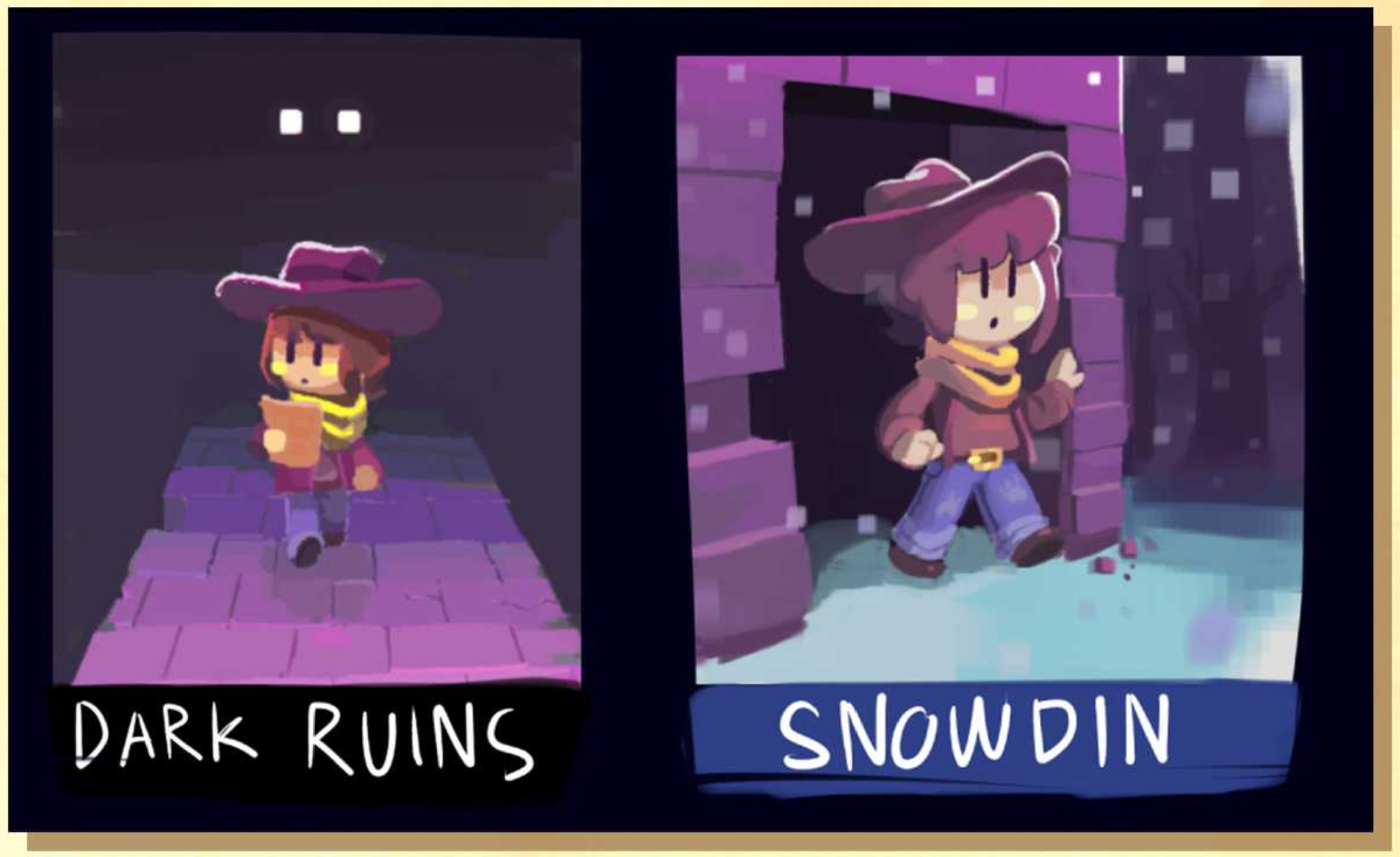


clover_geno.png - 2020
Figburn
Back from McDonalds.
- Fig

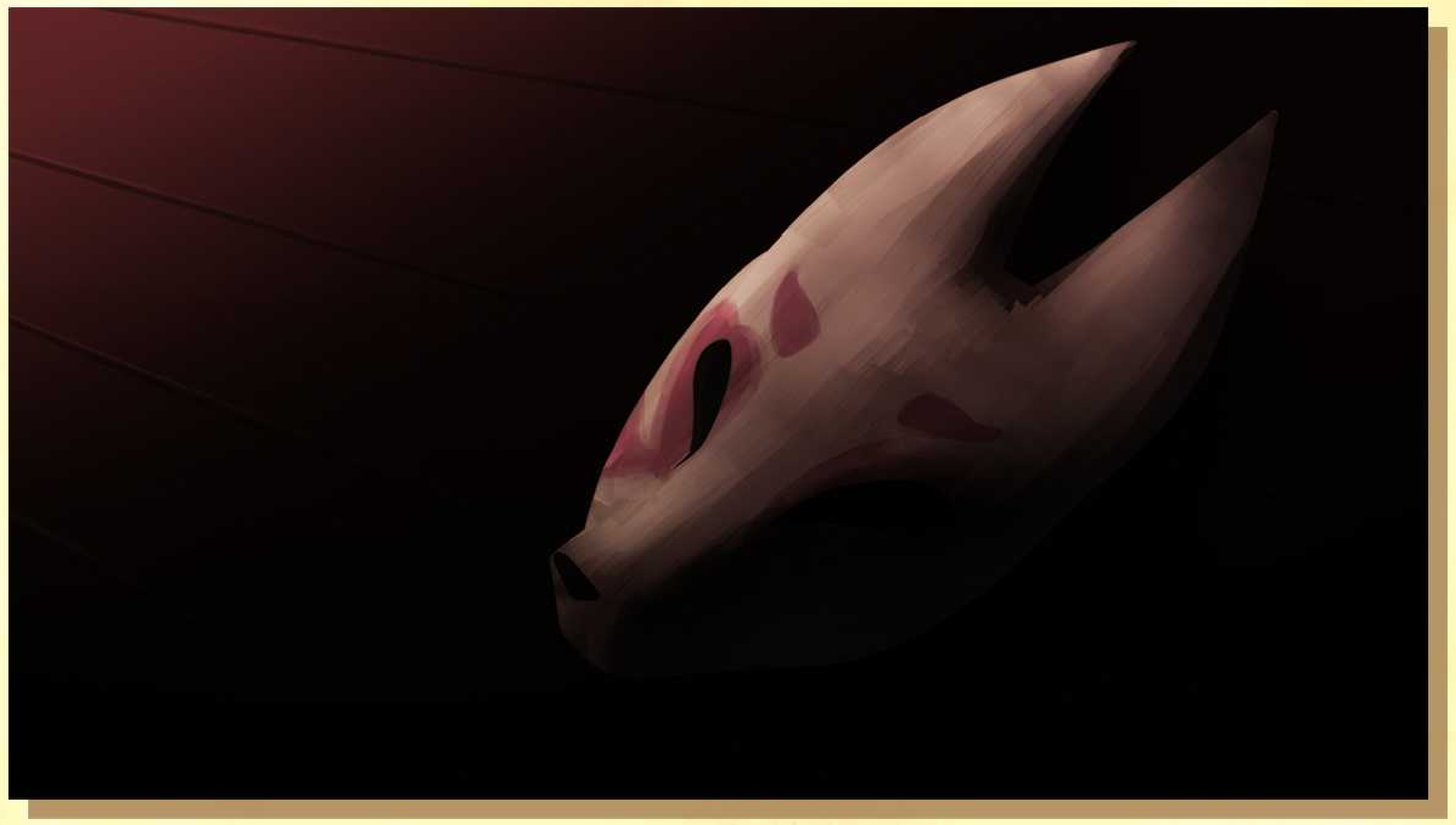


mountain.png - 2020
Figburn
I used to think of this as the game's halfway point, but I guess it's more like the quarter-way point for some!

Still deserves a scenic view regardless.
- Fig



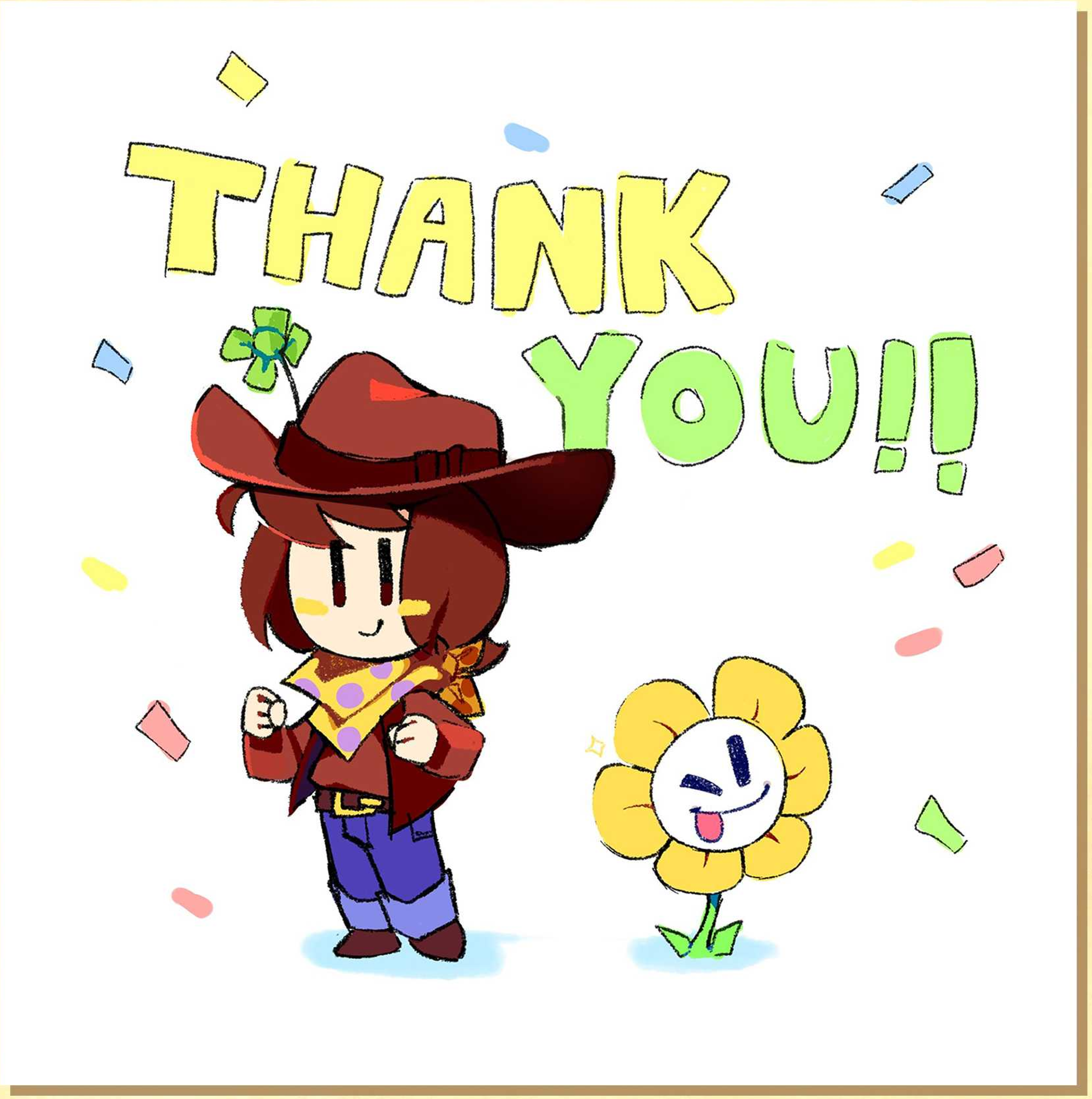
Area Moment Clovers.png - 2020
Figburn

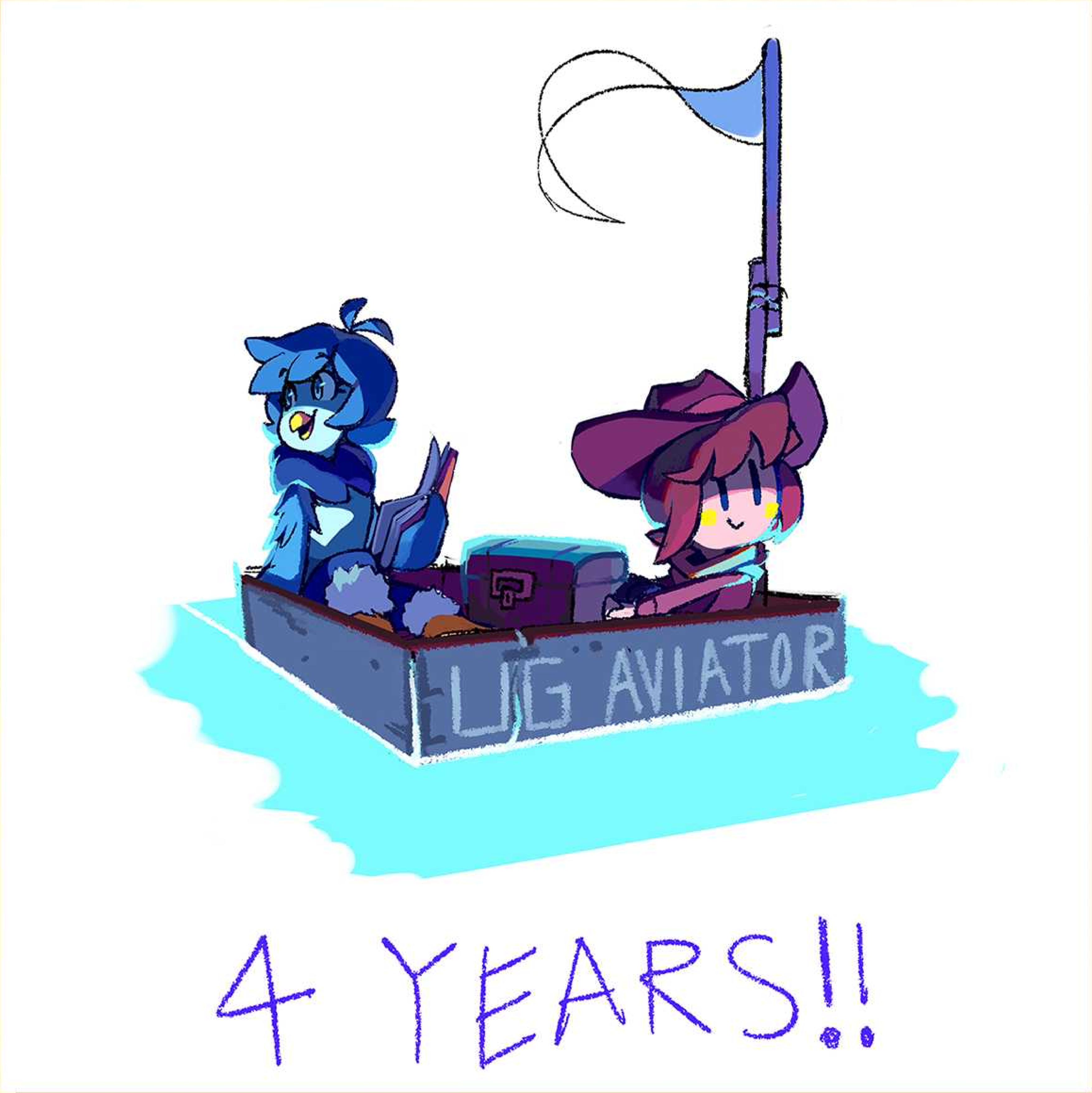


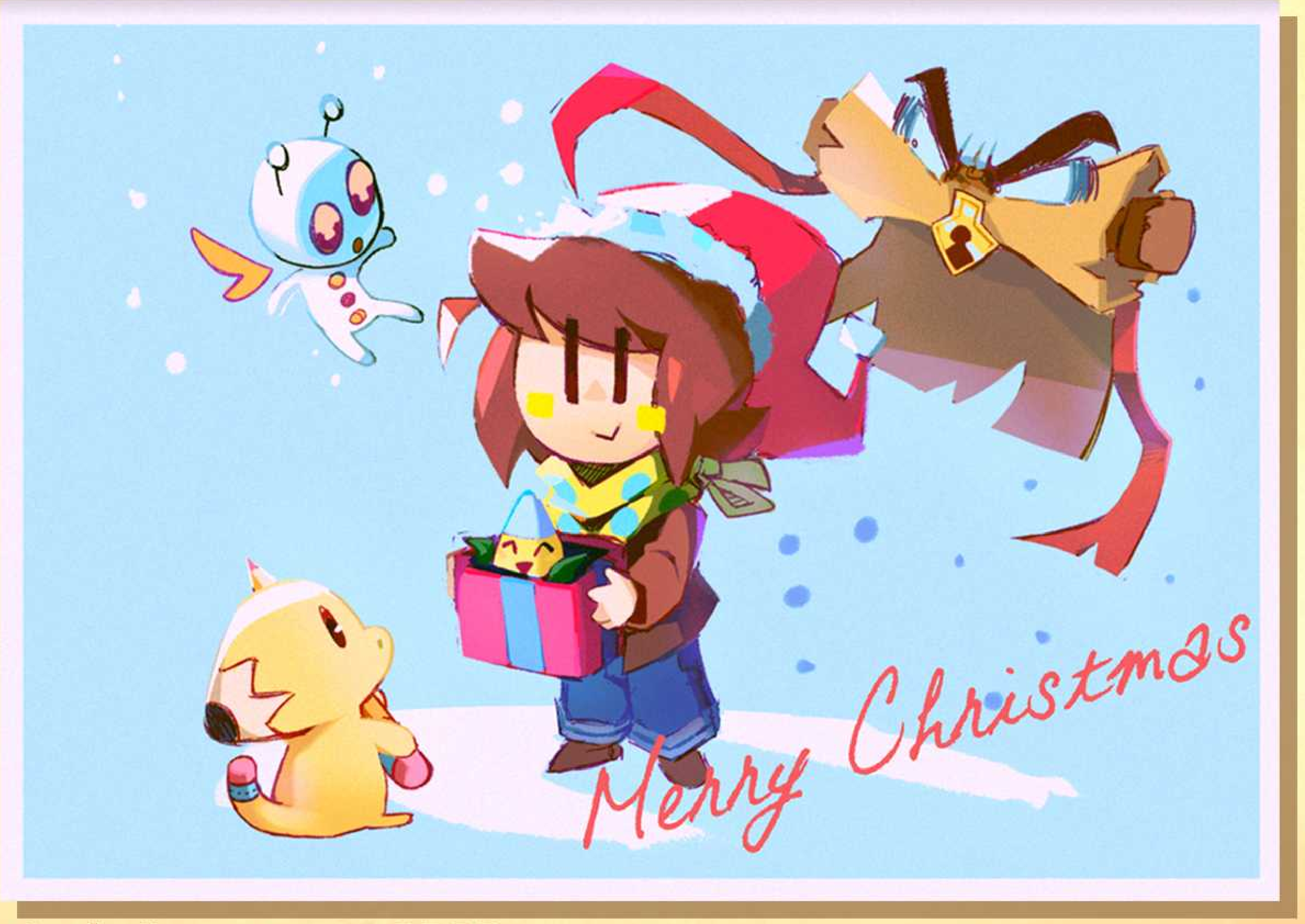
ceroba_mask2.png - 2018
Figburn

martlet_and_clover.png - 2020
Figburn

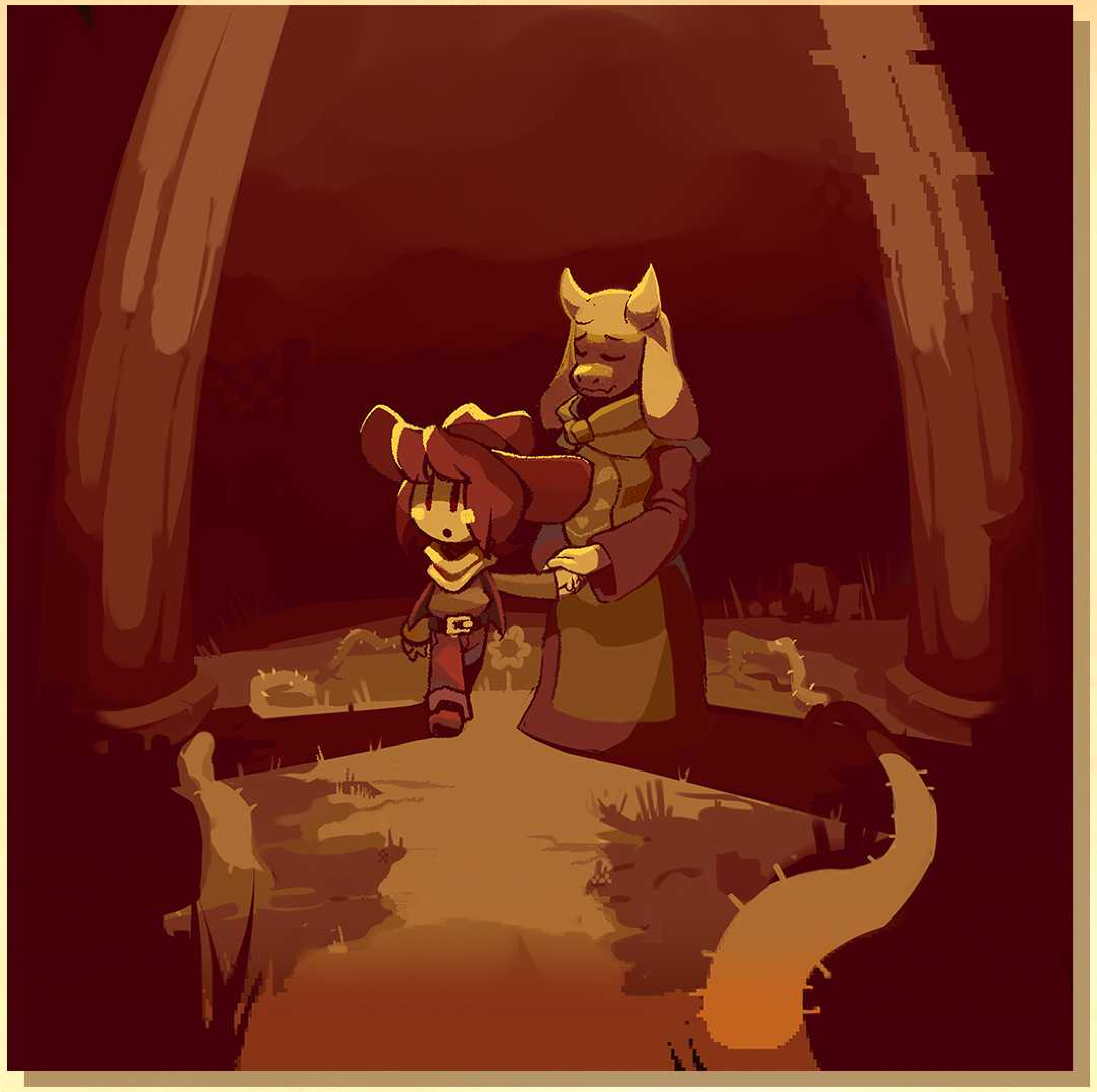
10k followers.png - 2020
Figburn



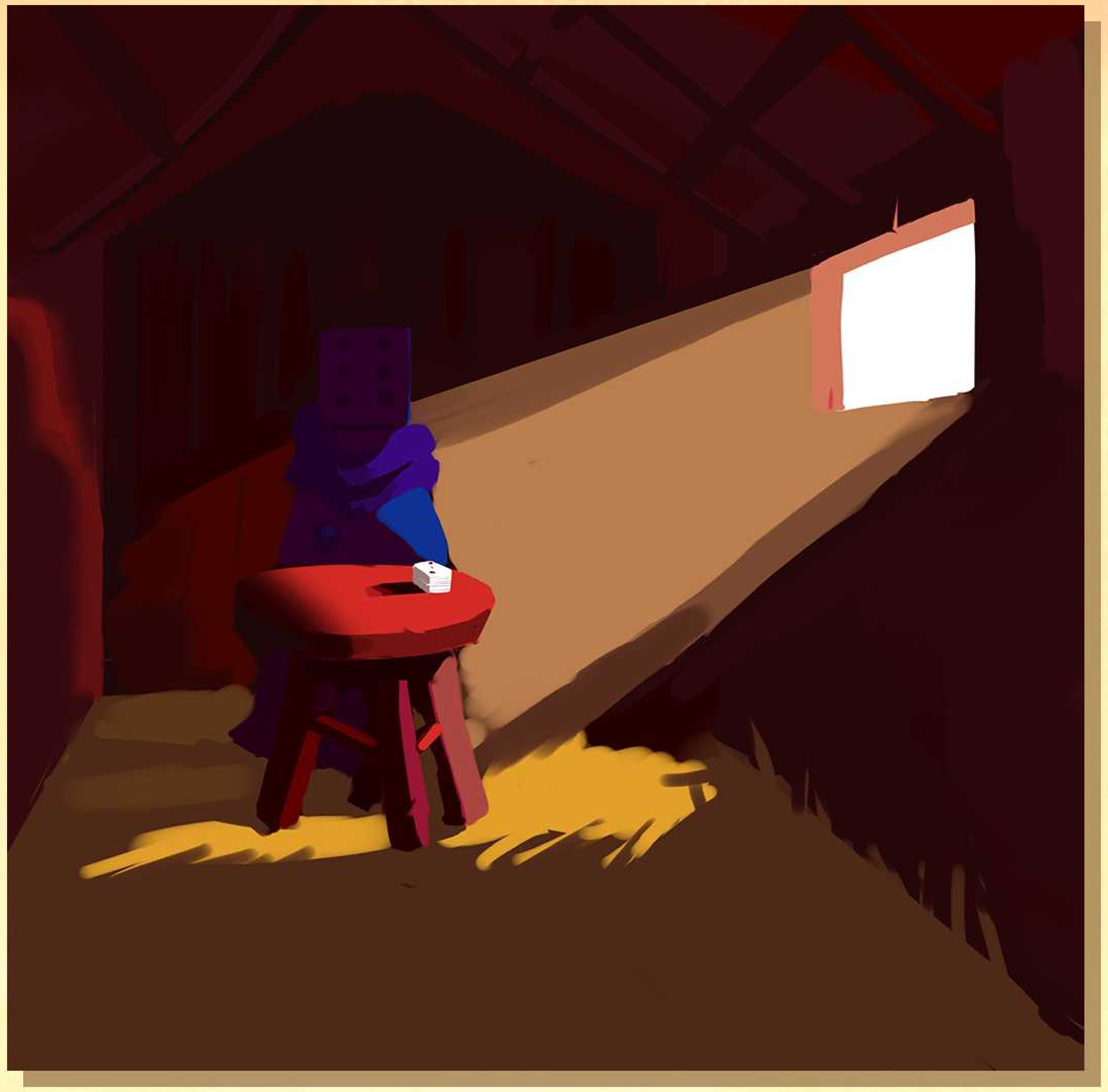

UG AVIATOR
4 YEARS!!


Merry Christmas

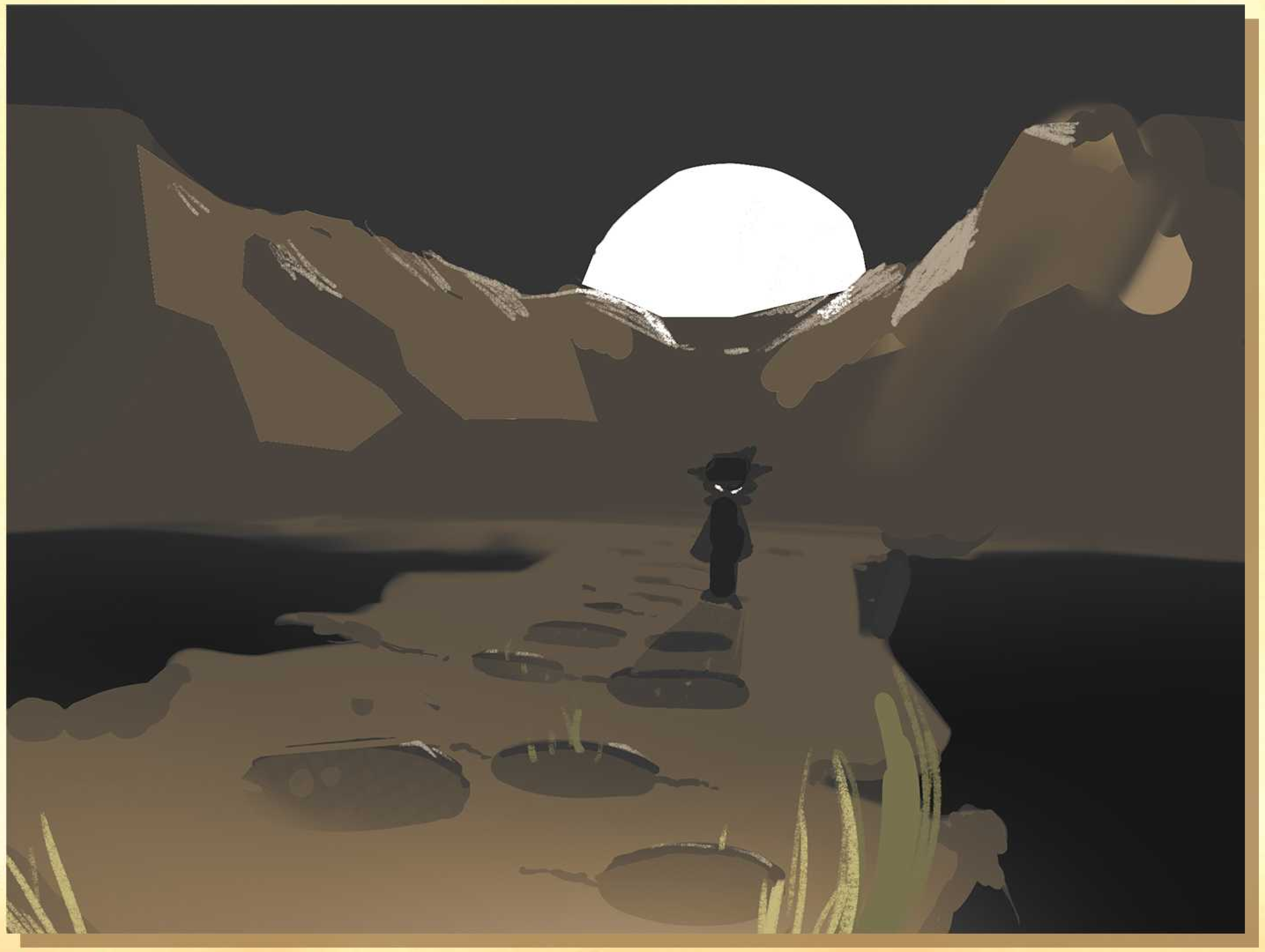
christmas.png - 2020
Figburn



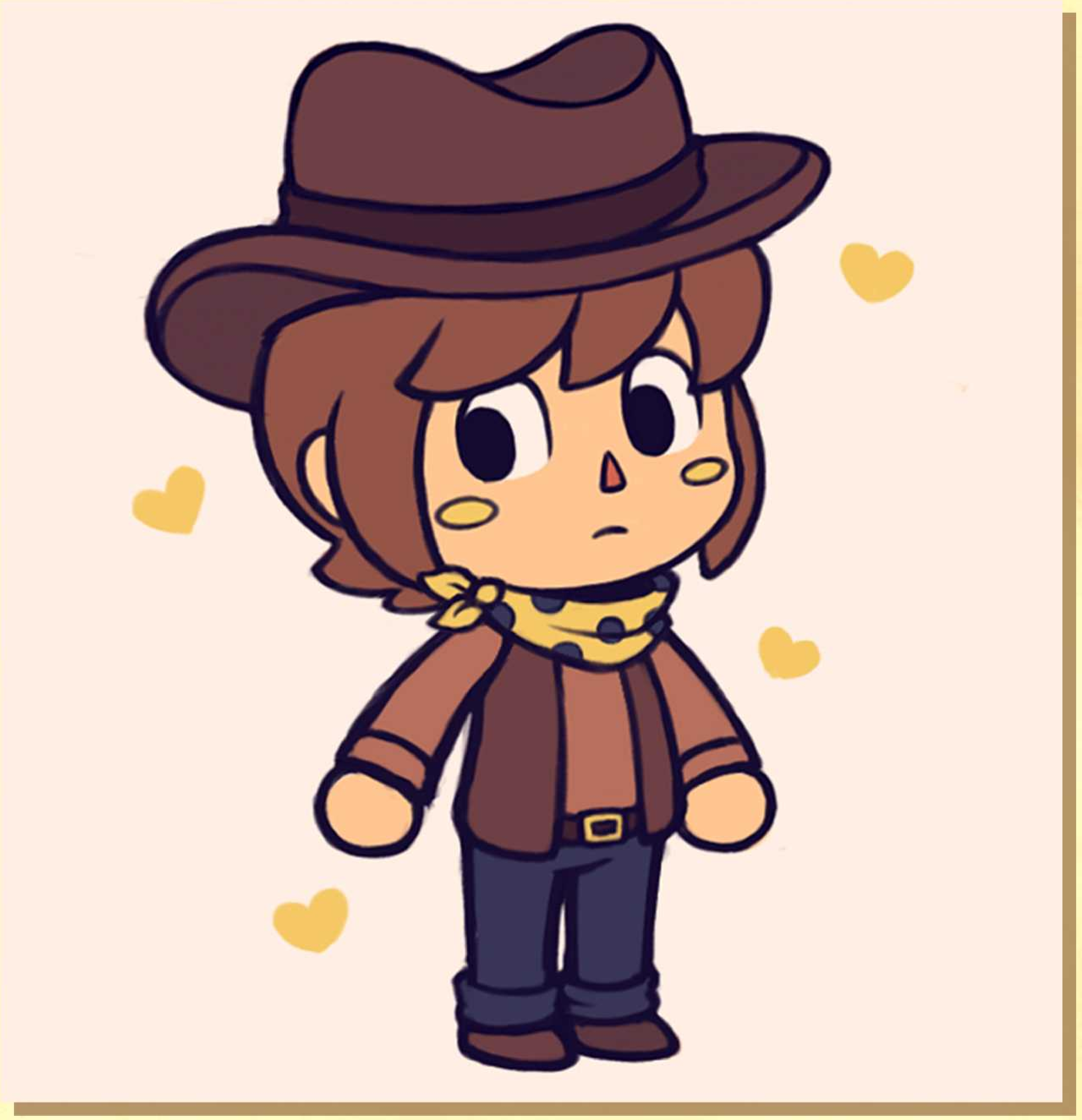
clov_and_toriel.png - 2020
Figburn



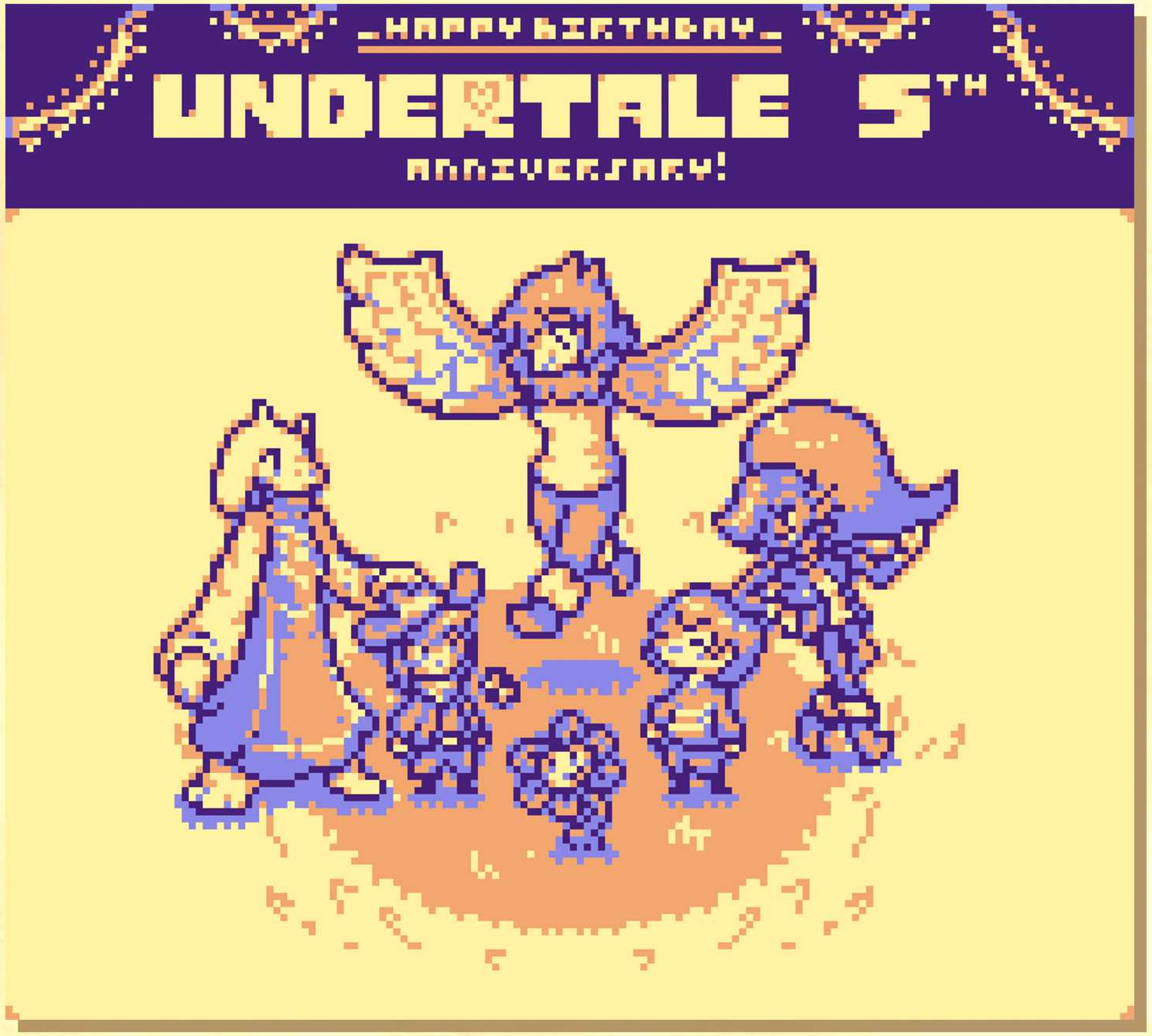
cardgame_bruh.png - 2020
Figburn



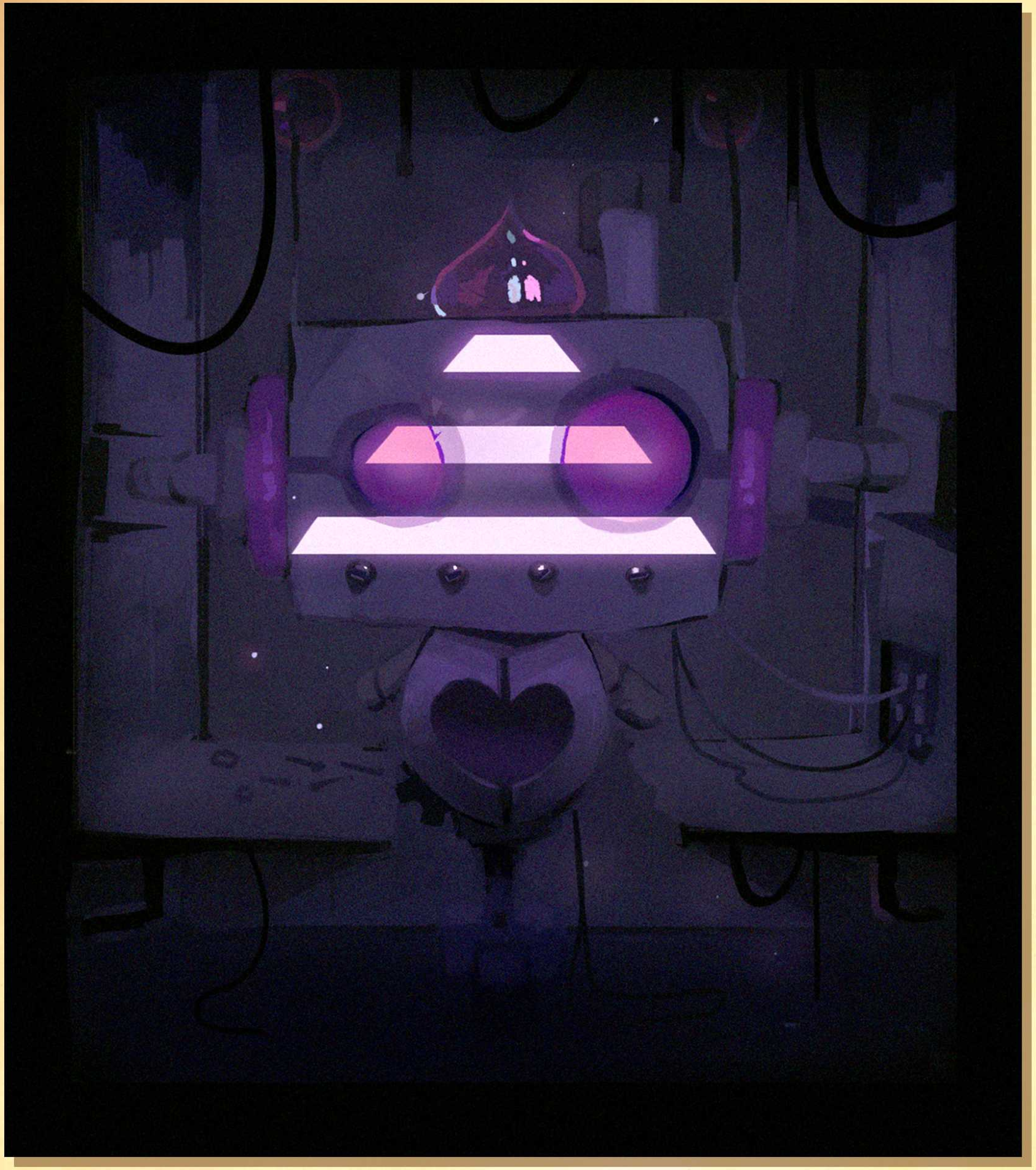
I walk a lonely road.png - 2020
Figburn



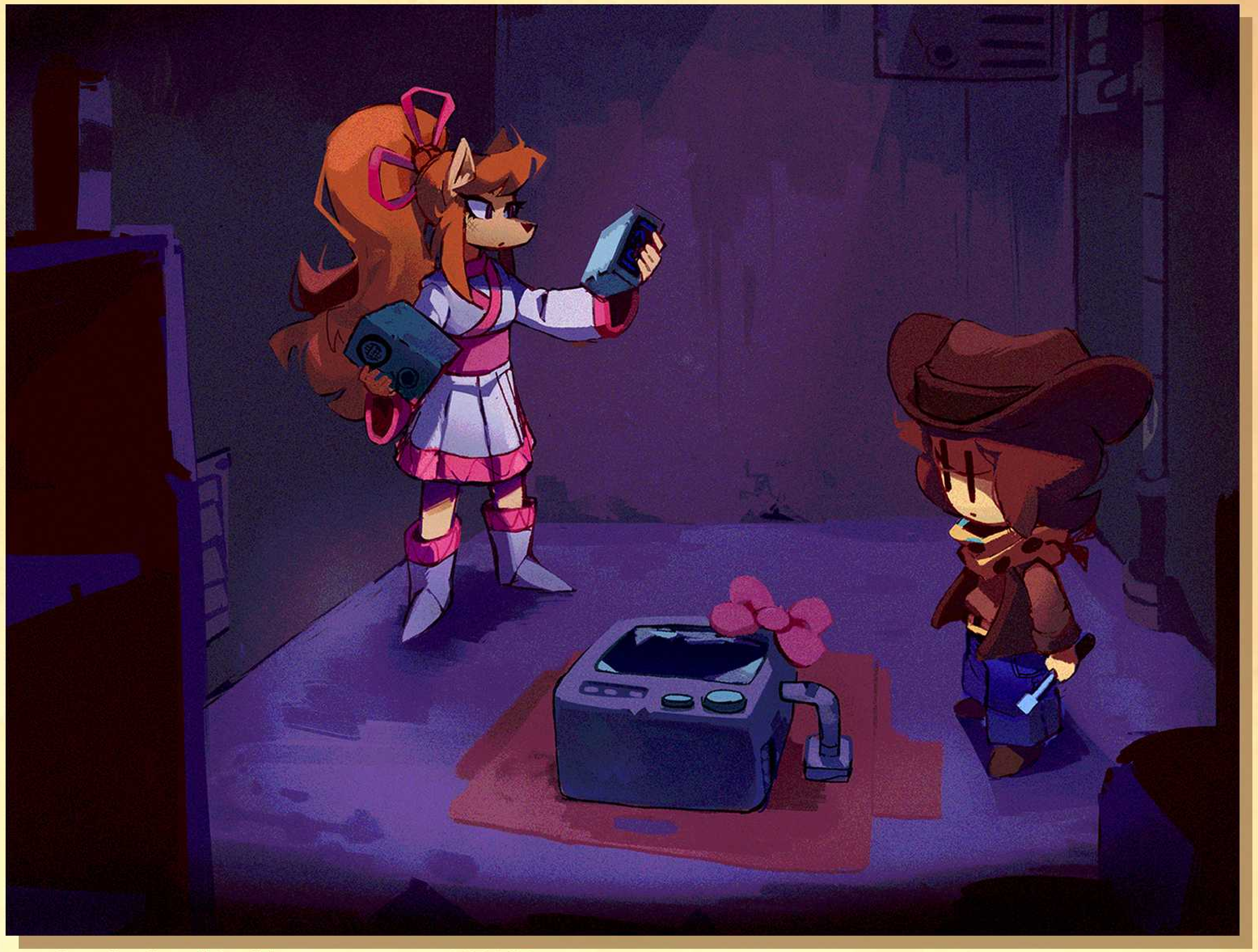
new_horizons_yellow.png - 2020
InkuNoodle
I drew this during the ACNH craze in 2020; the only notable thing to happen that year.
- InkuNoodle


HAPPY BIRTHDAY
UNDERTALE 5TH
ANNIVERSARY!

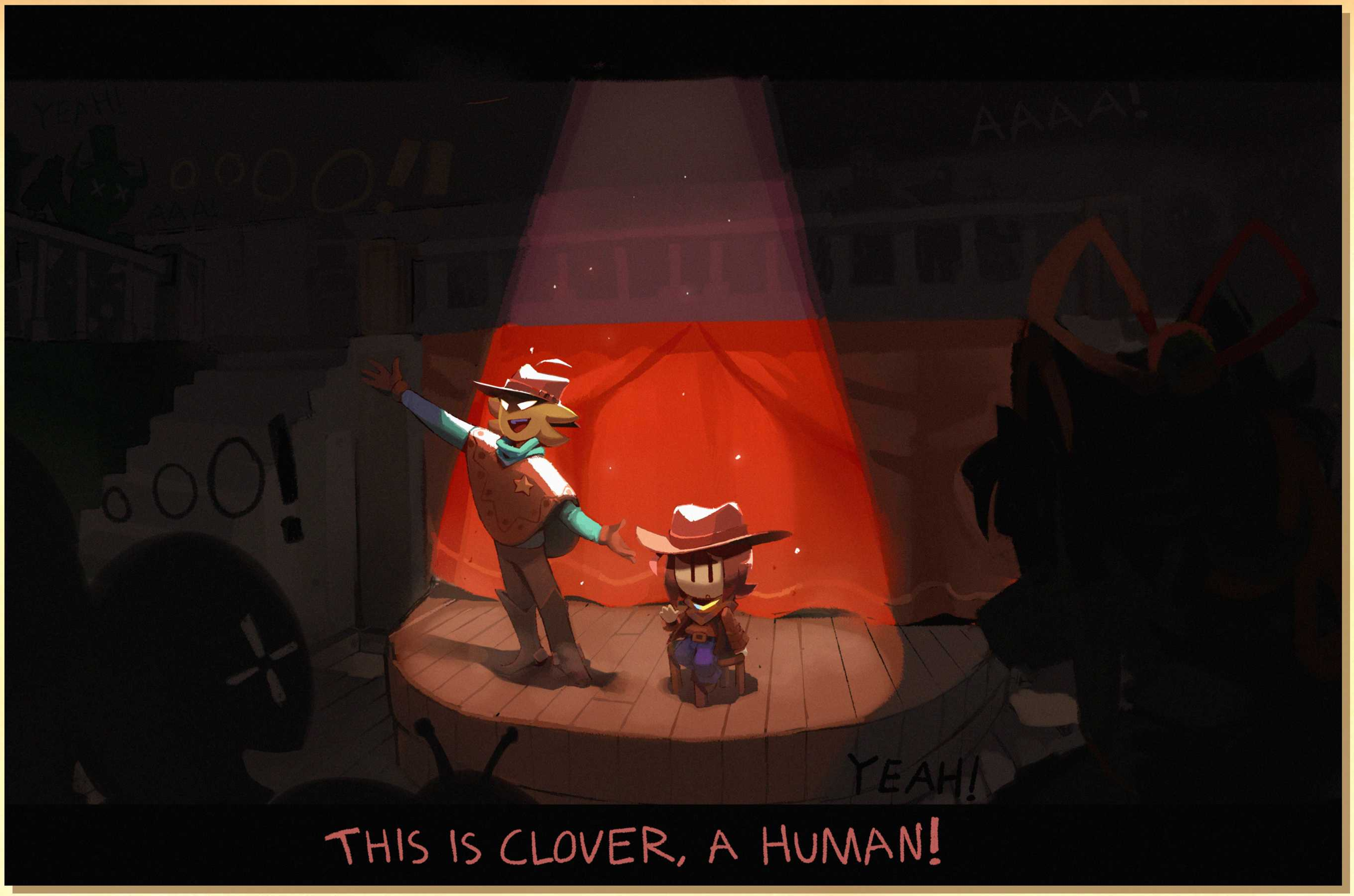
UT 5th.png - 2020
Deadkat



axisinlocker.png - 2020
Figburn



robot_building.png - 2020
Figburn
I think I originally only drew these to try to impress the other team members and make them excited, both of these scenes were already mostly conceptualized and ready to be put in.
- Fig

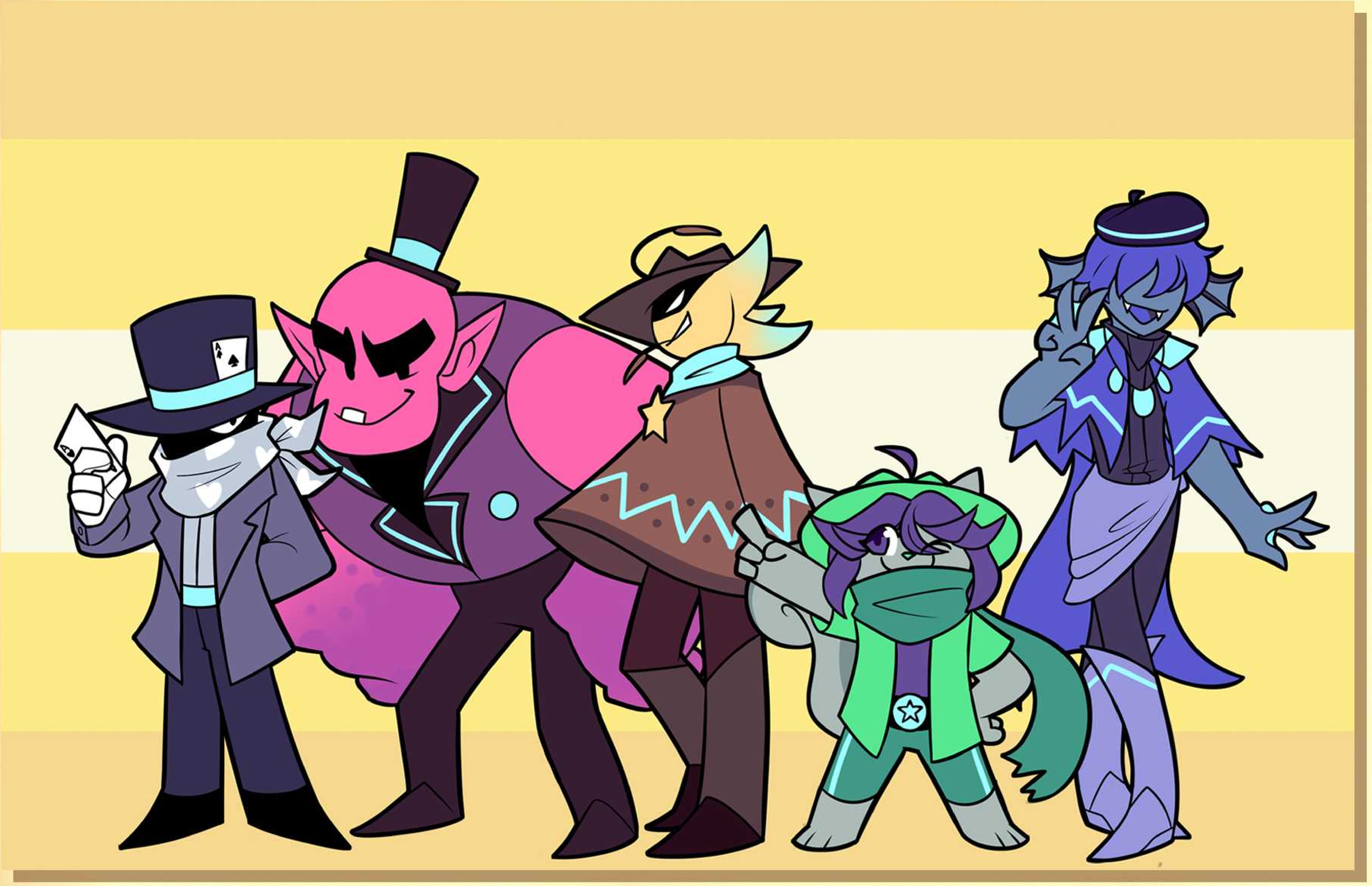

YEAH!
OOOO!!
AAAA!
oOO!
YEAH!
THIS IS CLOVER, A HUMAN!

starlo_clover_scene.png - 2021

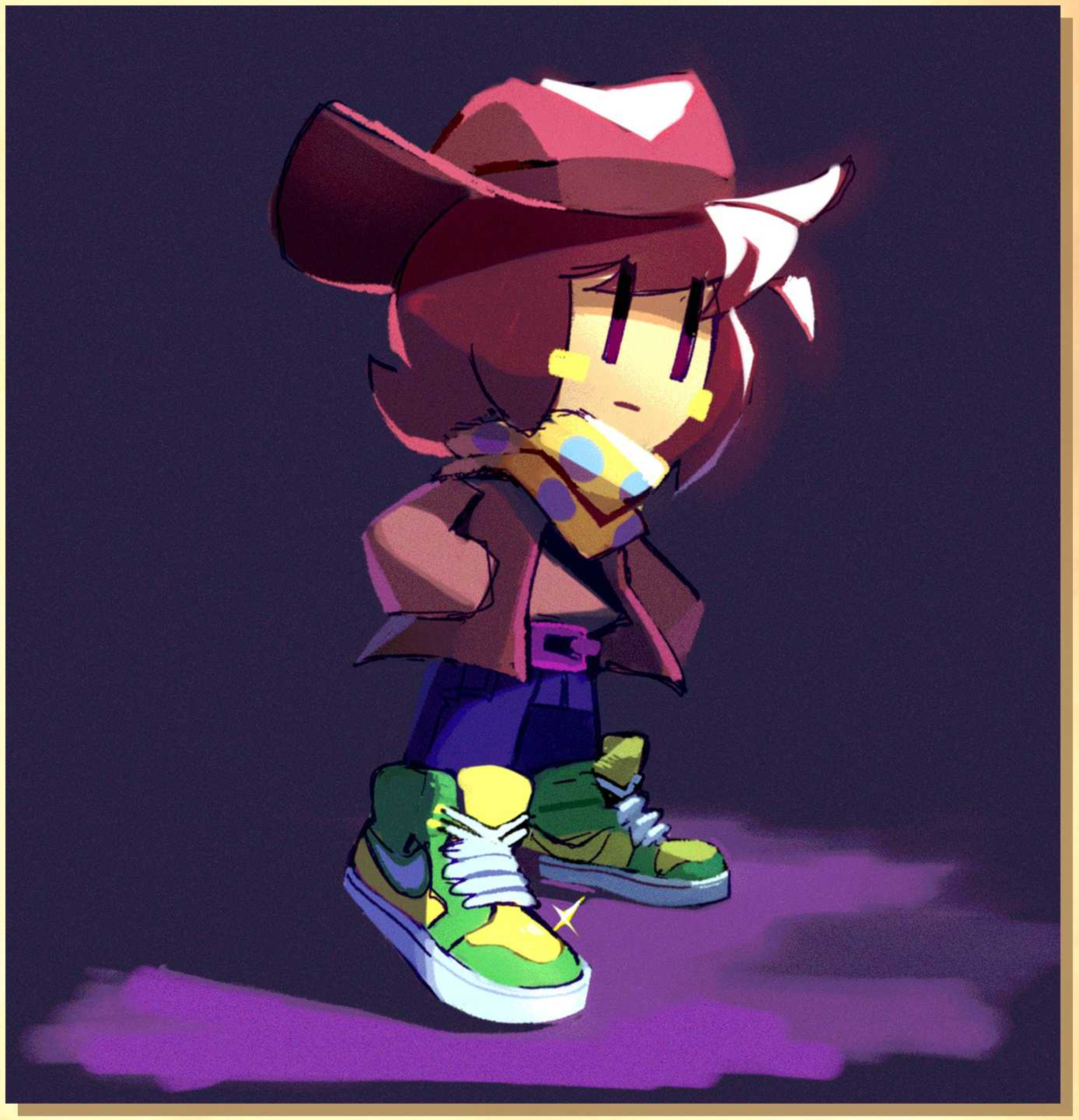
Figburn

I really wanted to capture our intended "vibe" of the scene with this drawing. In earlier versions in-game, there were far fewer NPCs around the saloon, so later we added more to fill out the scene and make it feel more bustling.

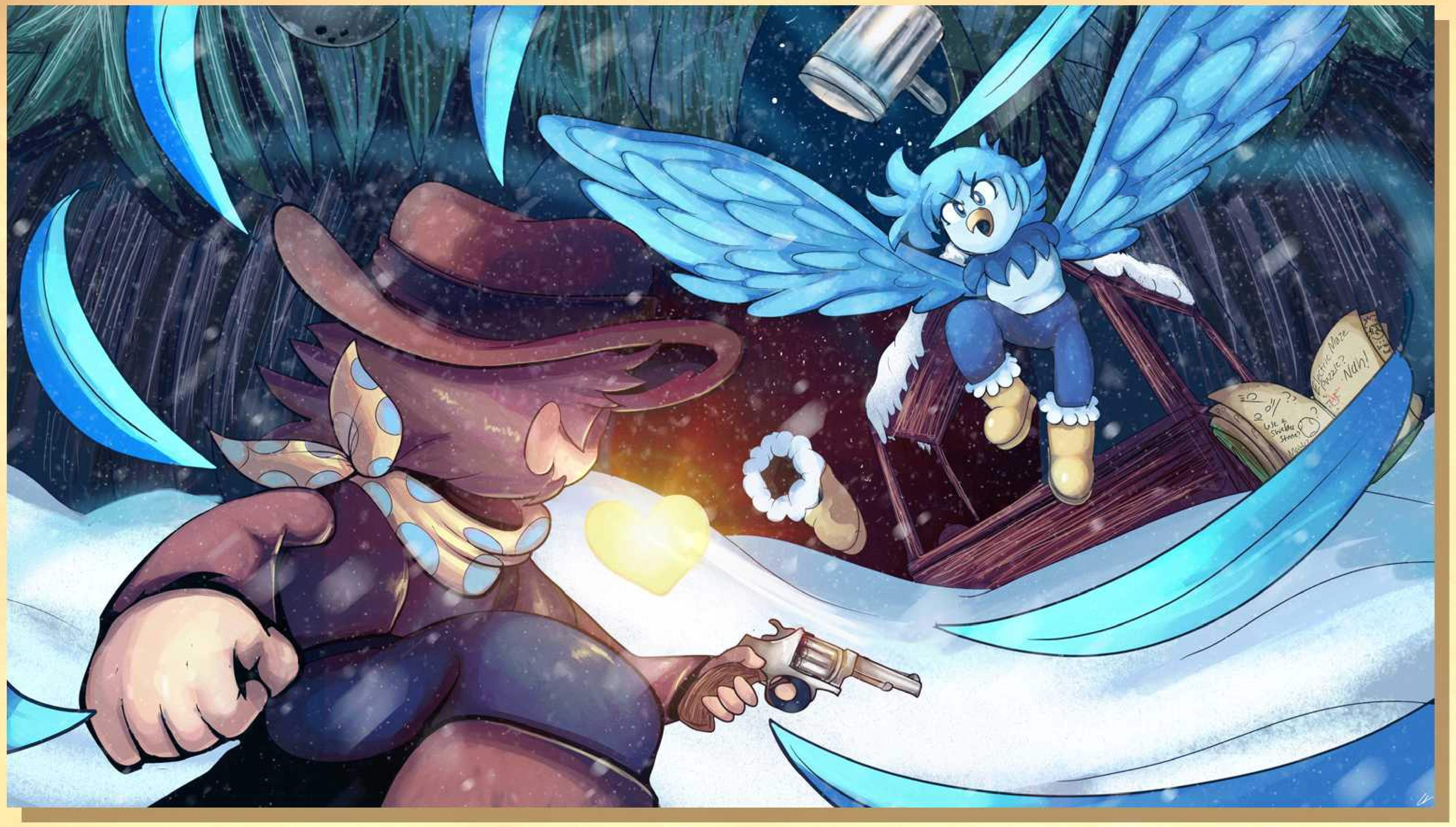
- Fig



the_gang_together.png - 2021
NeroSensei



drip.png - 2020
Figburn
You had to be there.
- Fig

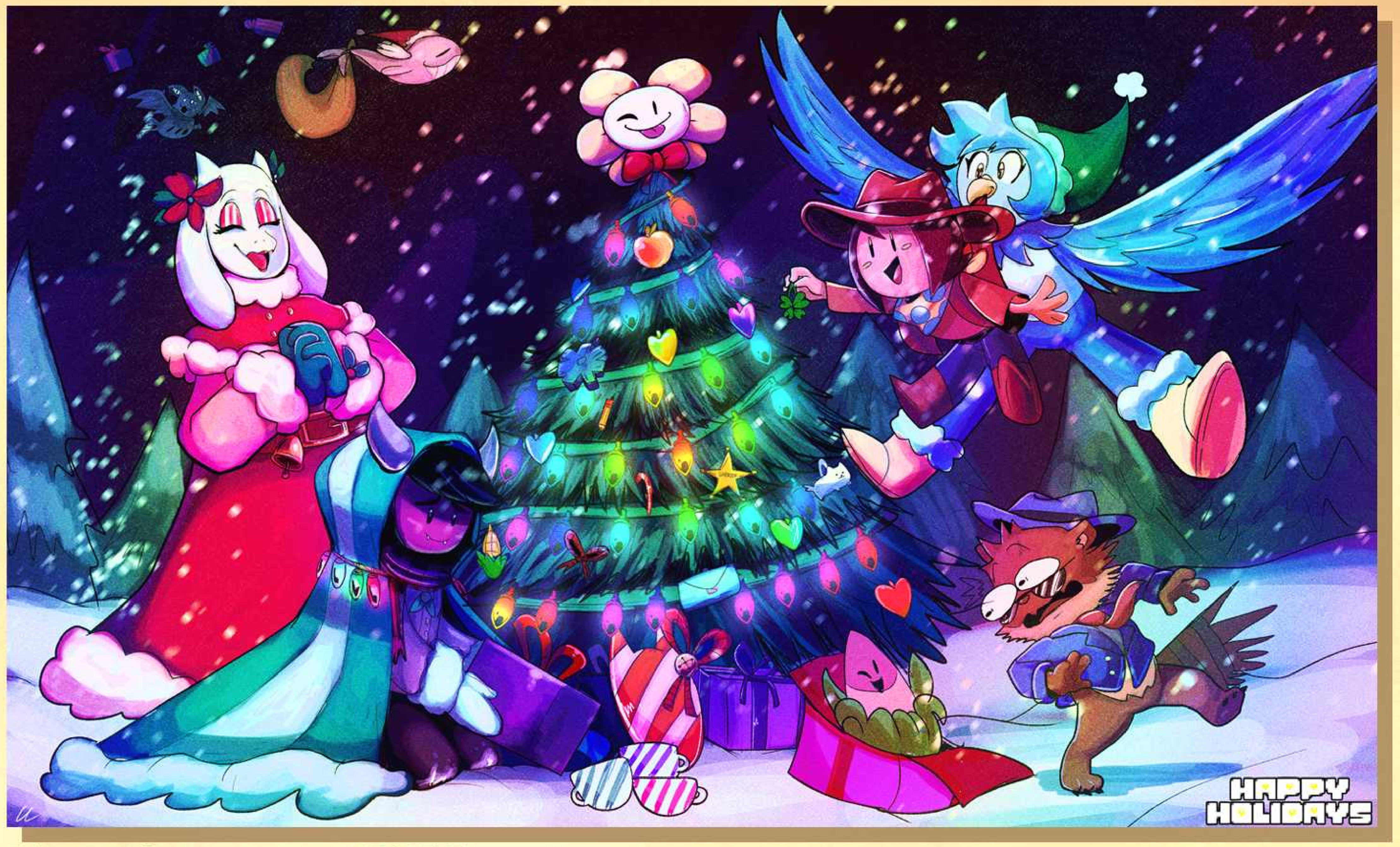


Martlet FIGHT.png - 2021
AeroArtwork

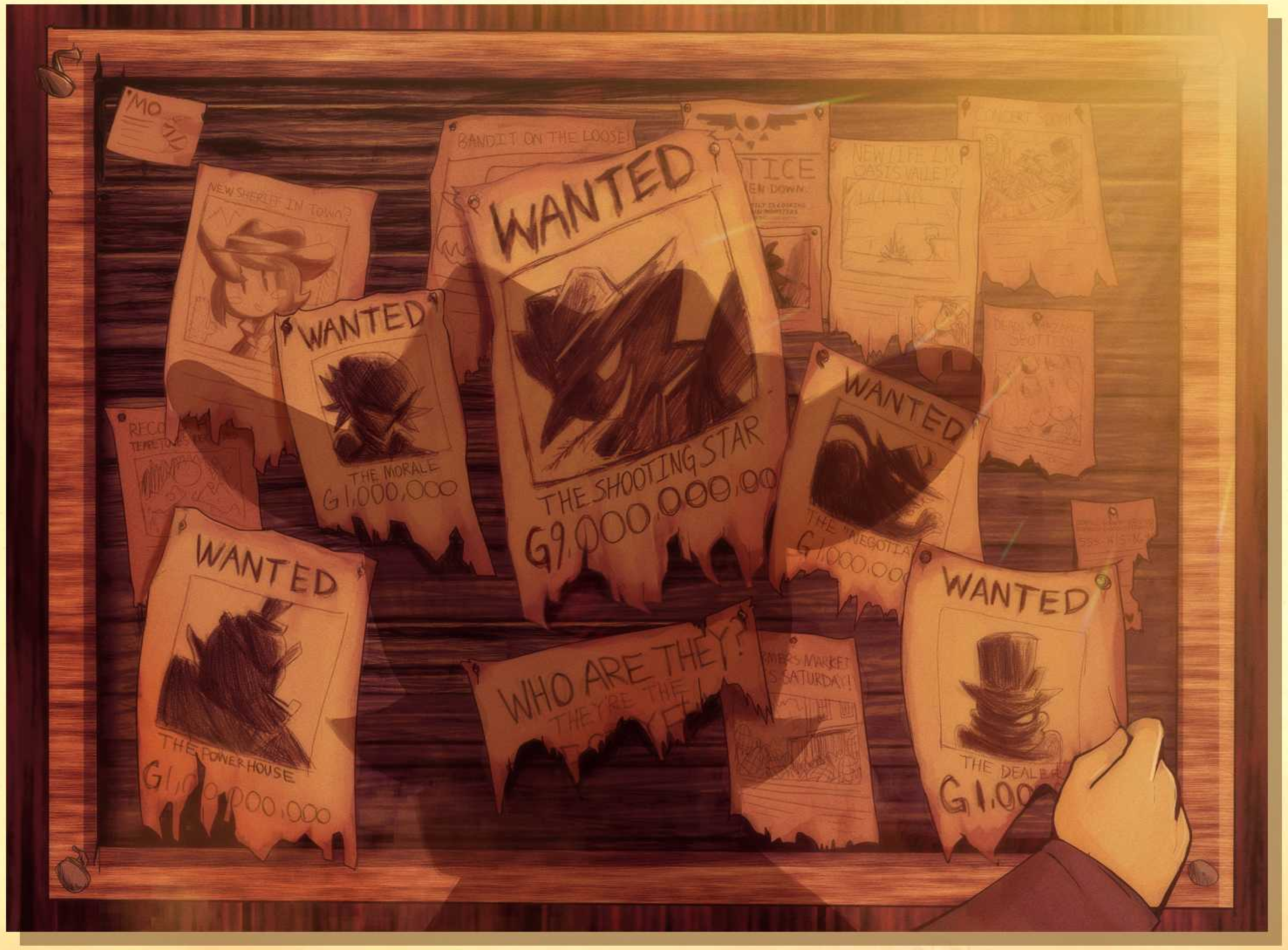
Sword reached out and paid me money to make this thumbnail. He then hired me to the team like, two weeks later. He could have gotten it for free if he just waited...

I’m really glad though; I got the opprotunity to make advertisement art for the game. I always tried to hide secrets and hints in the art for people to try and find!

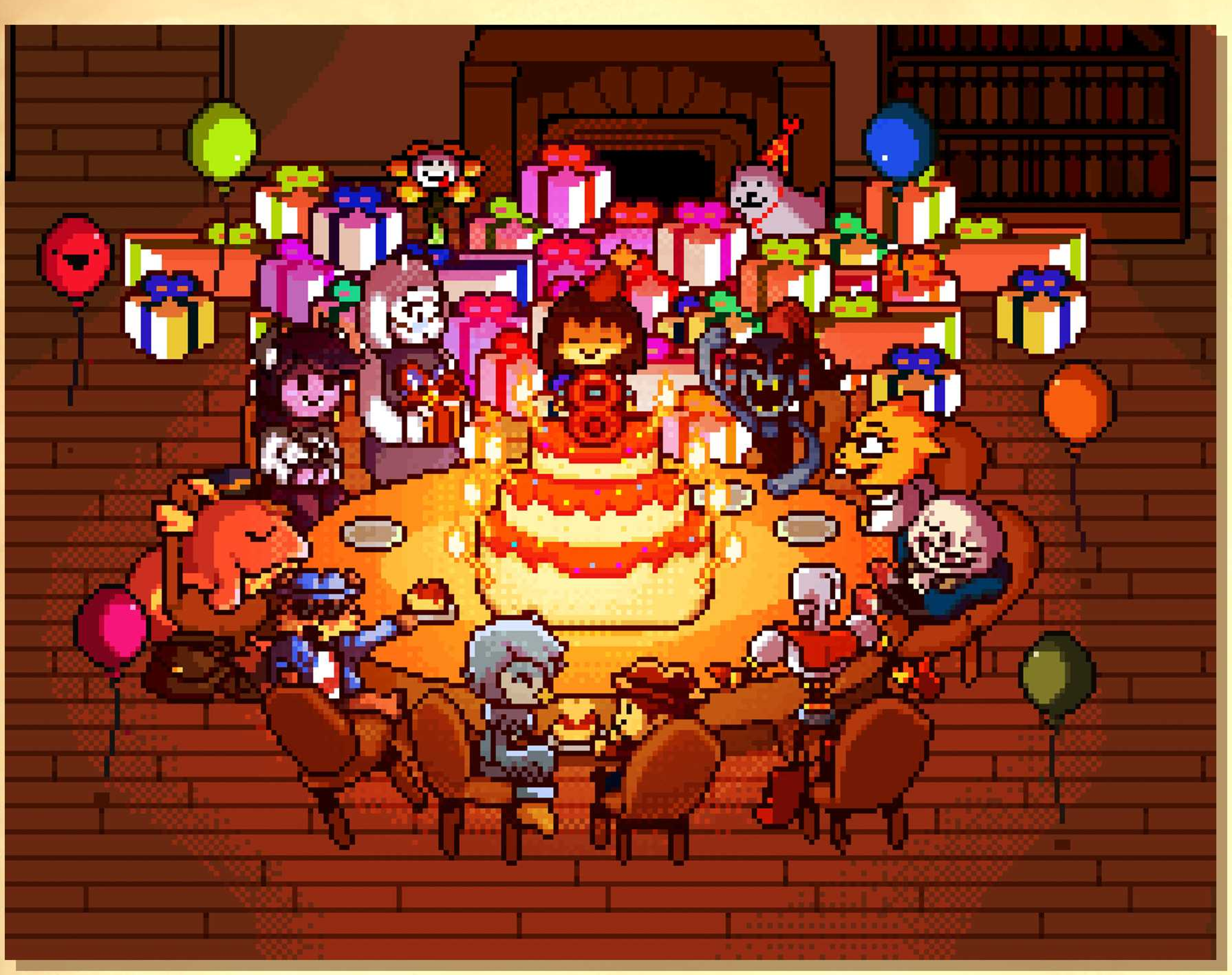
- Aero


HAPPY
HOLIDAYS

Chrumbus.png - 2022
AeroArtwork

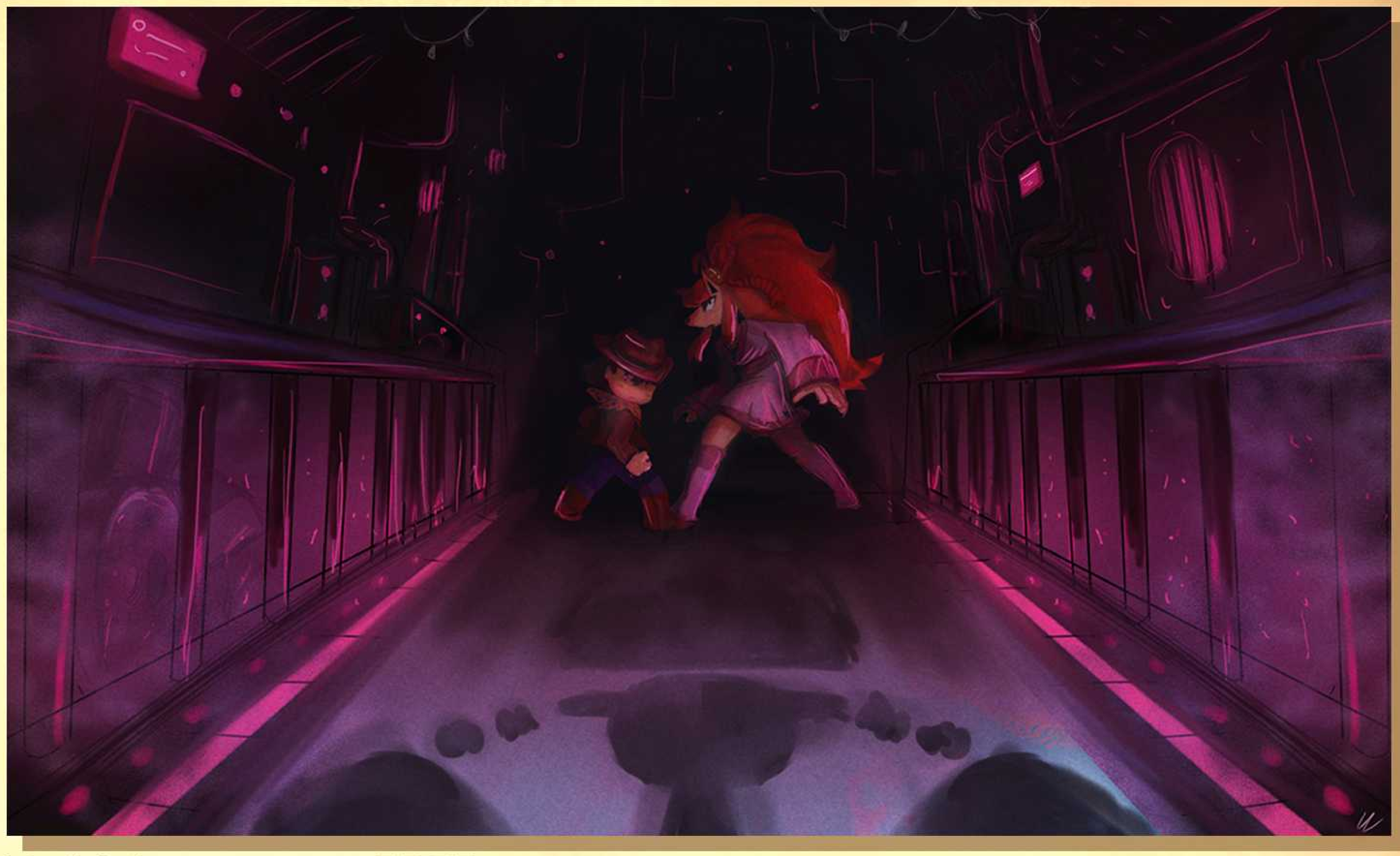

WANTED
THE SHOOTING STAR
G9,000,000.00
WANTED
THE MORALE
G1,000,000
WANTED
WANTED
WANTED
WHO ARE THEY?

News Board.png - 2022
AeroArtwork

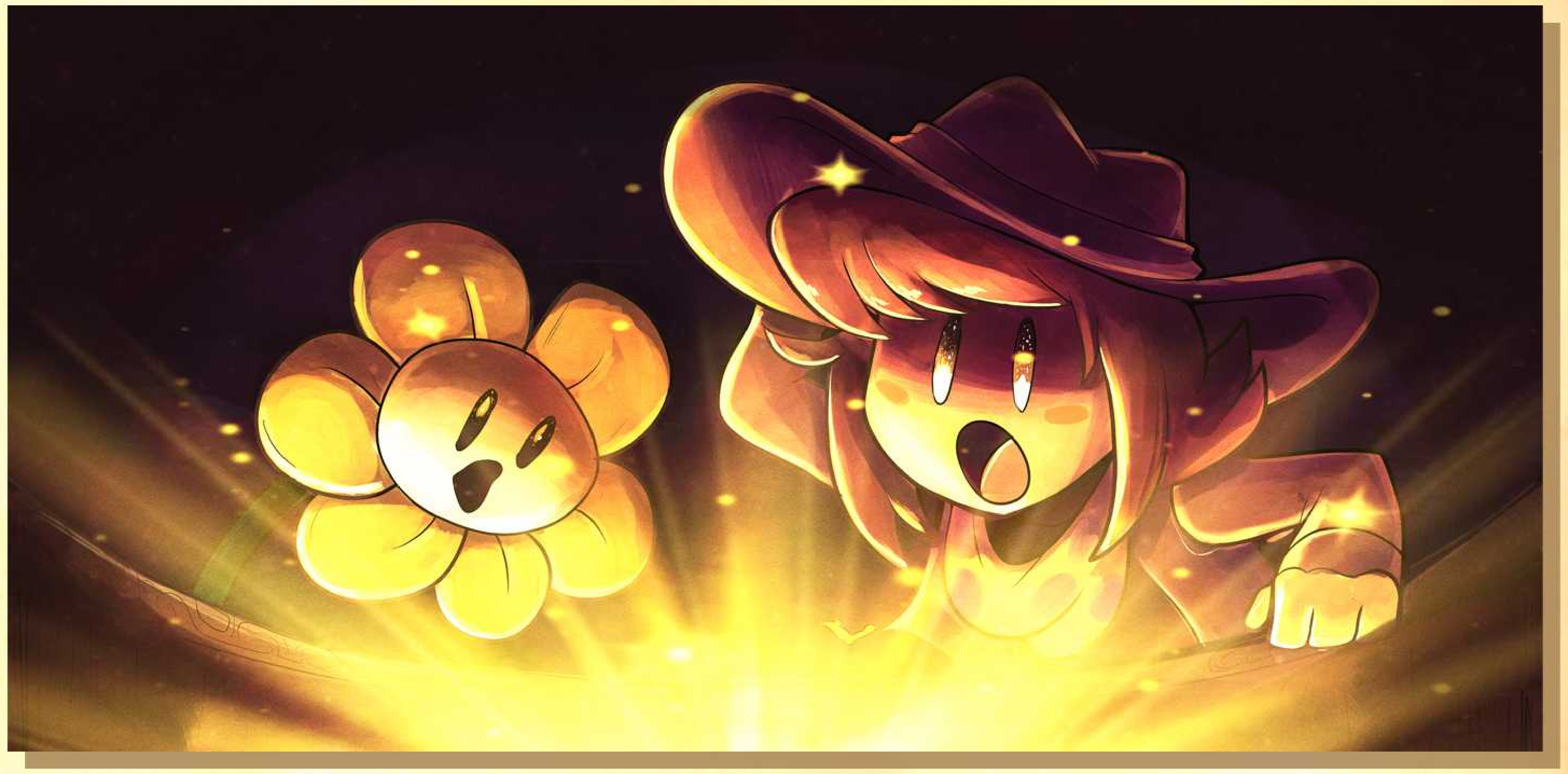


8th.png - 2023
AeroArtwork
I might make a new version of this later , as I was kind of sad that I didn’t get to include Ceroba or Starlo cause they weren’t revealed yet. “Where is Asgore?”

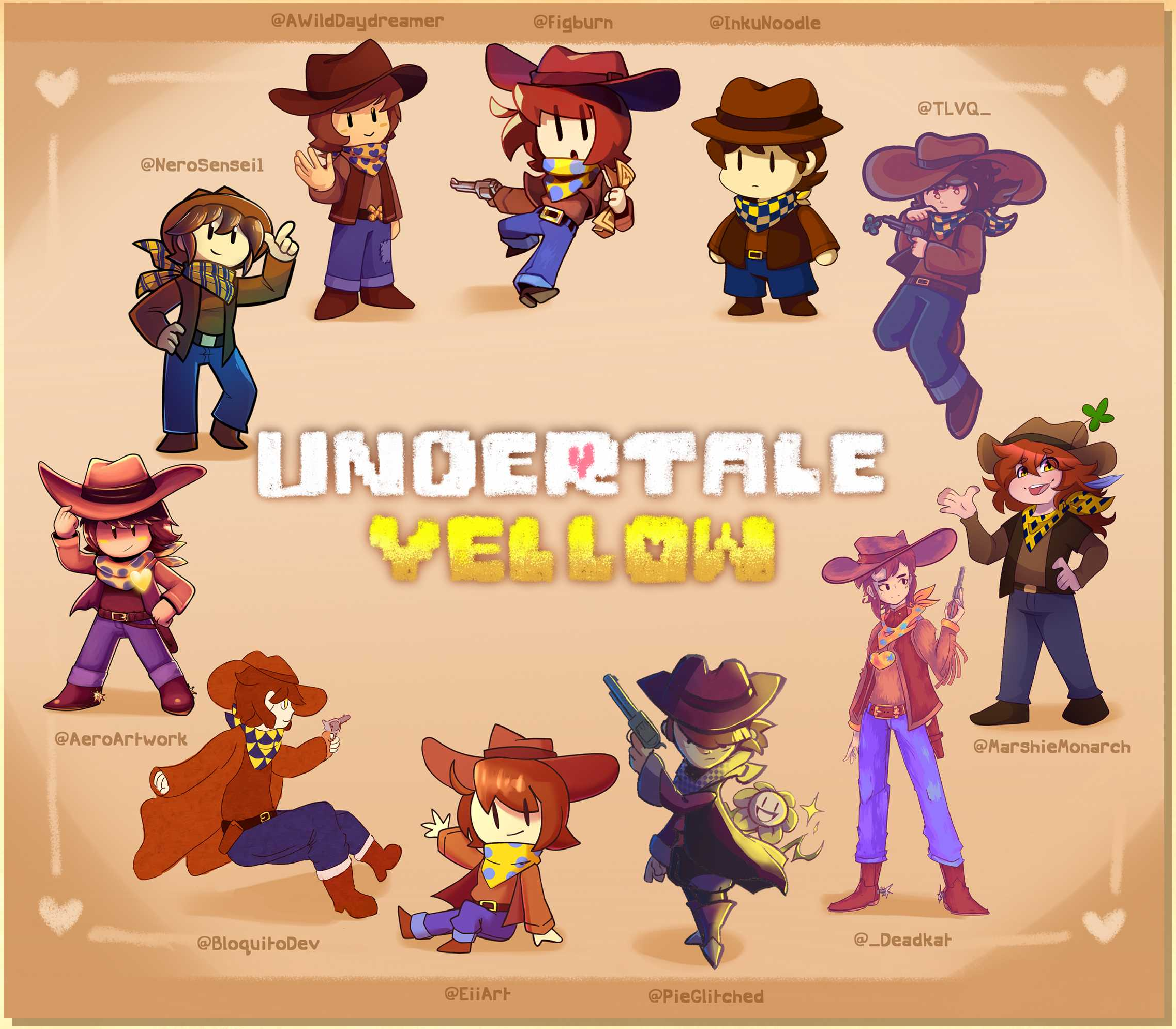
Toriel locked him in the Kitchen Pantry.
- Aero



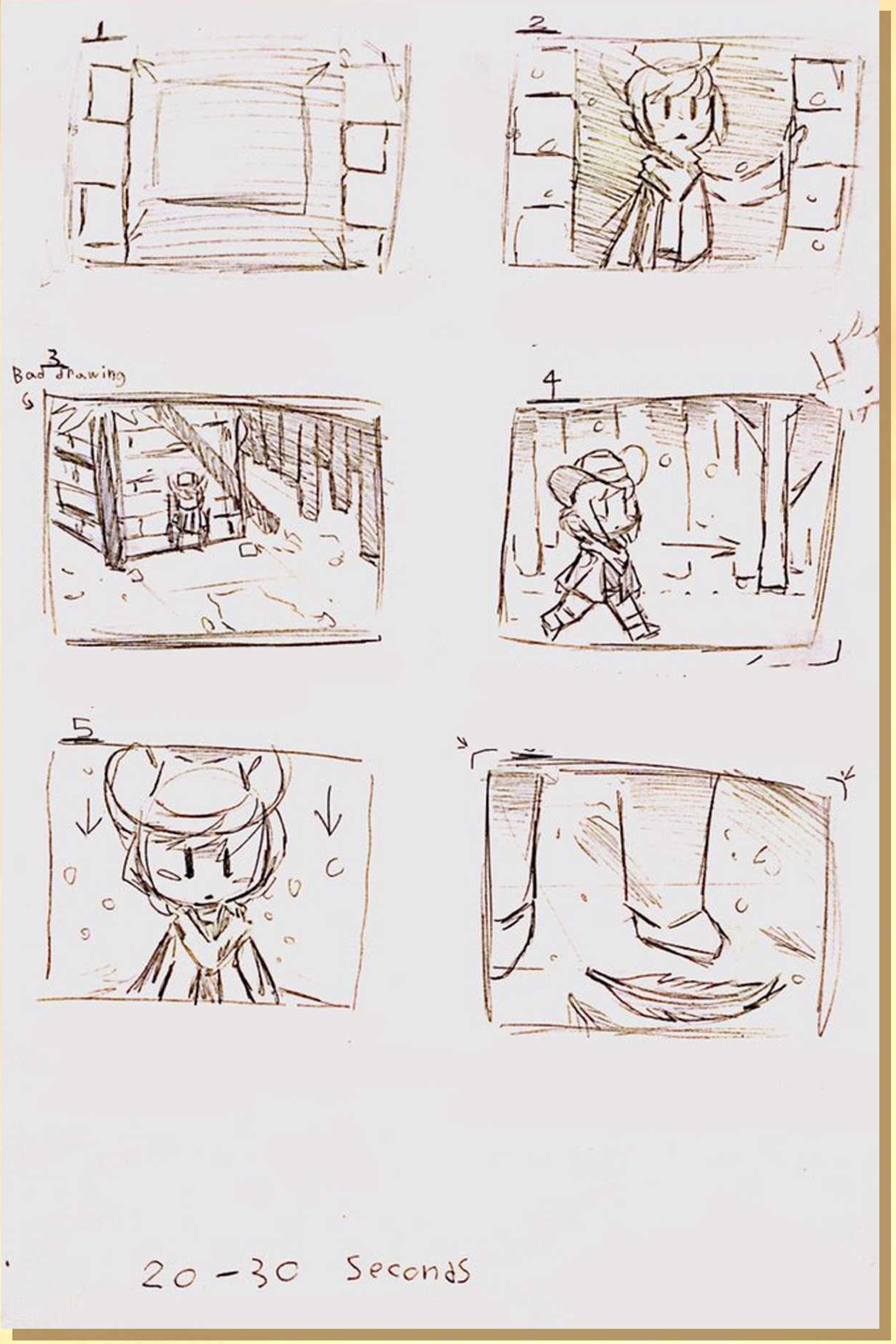
Meltdown.png - 2022
AeroArtwork



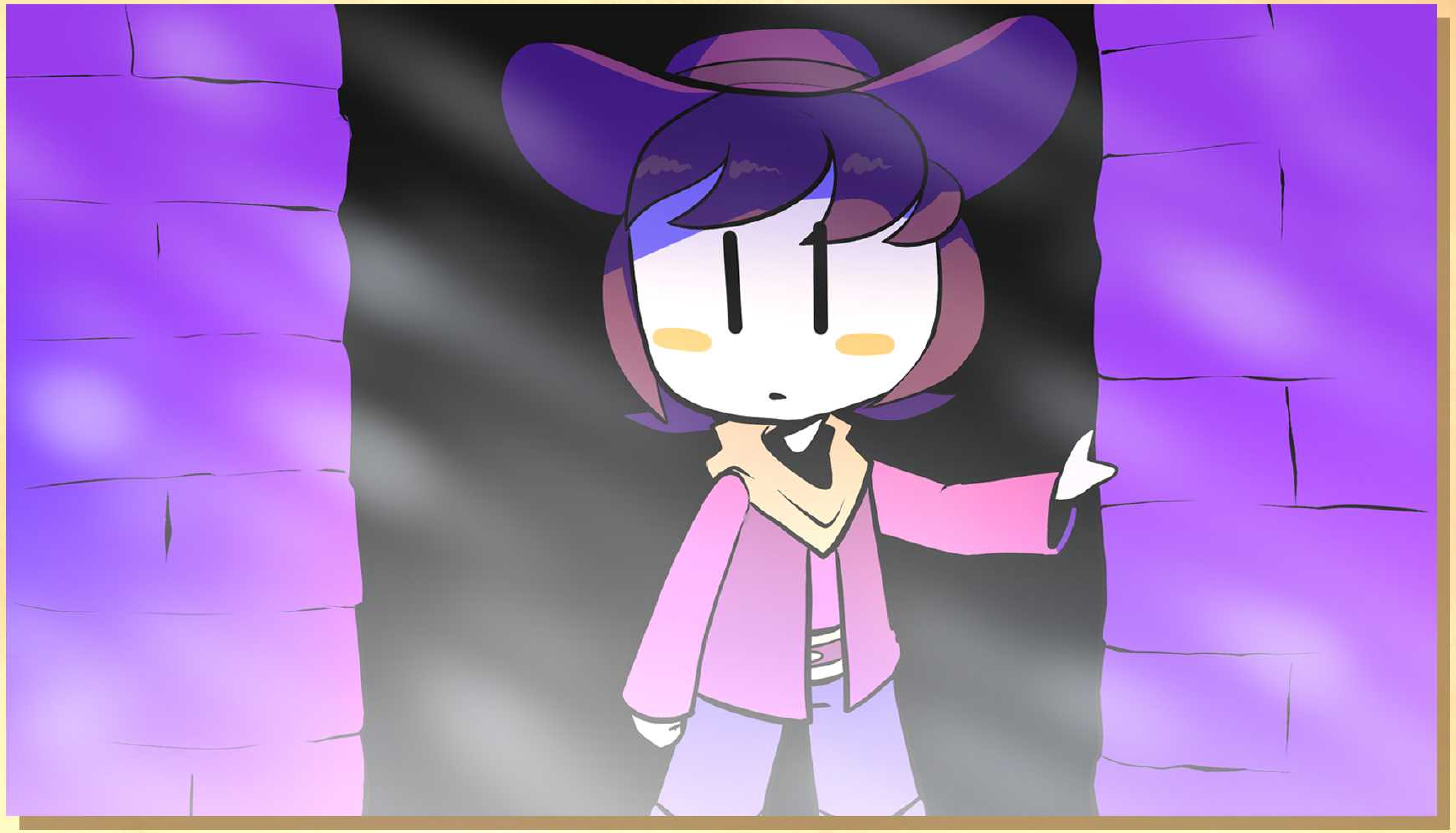
release date thumb.png - 2023
AeroArtwork
I made Flowey pog.
- Aero


@AWildDaydreamer
@Figburn
@InkuNoodle
@TLVQ_
@NeroSenseil
UNDERTALE
YELLOW
@AeroArtwork
@MarshieMonarch
@BloquitoDev
@_Deadkat
@EiiArt
@PieGlitched

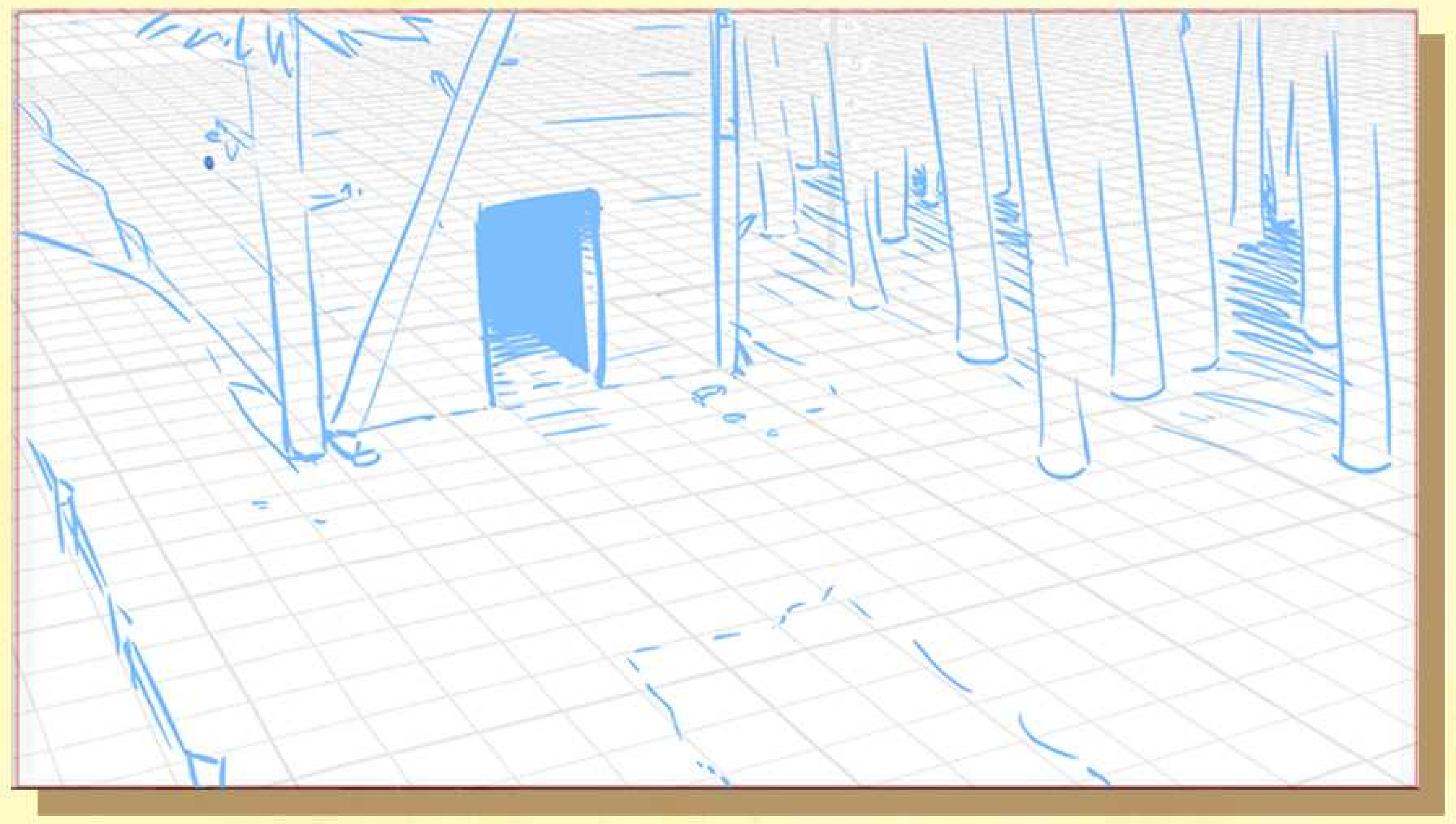
Clover Collab 2023.png - 2023
Man, I love the art team :')
- Sword



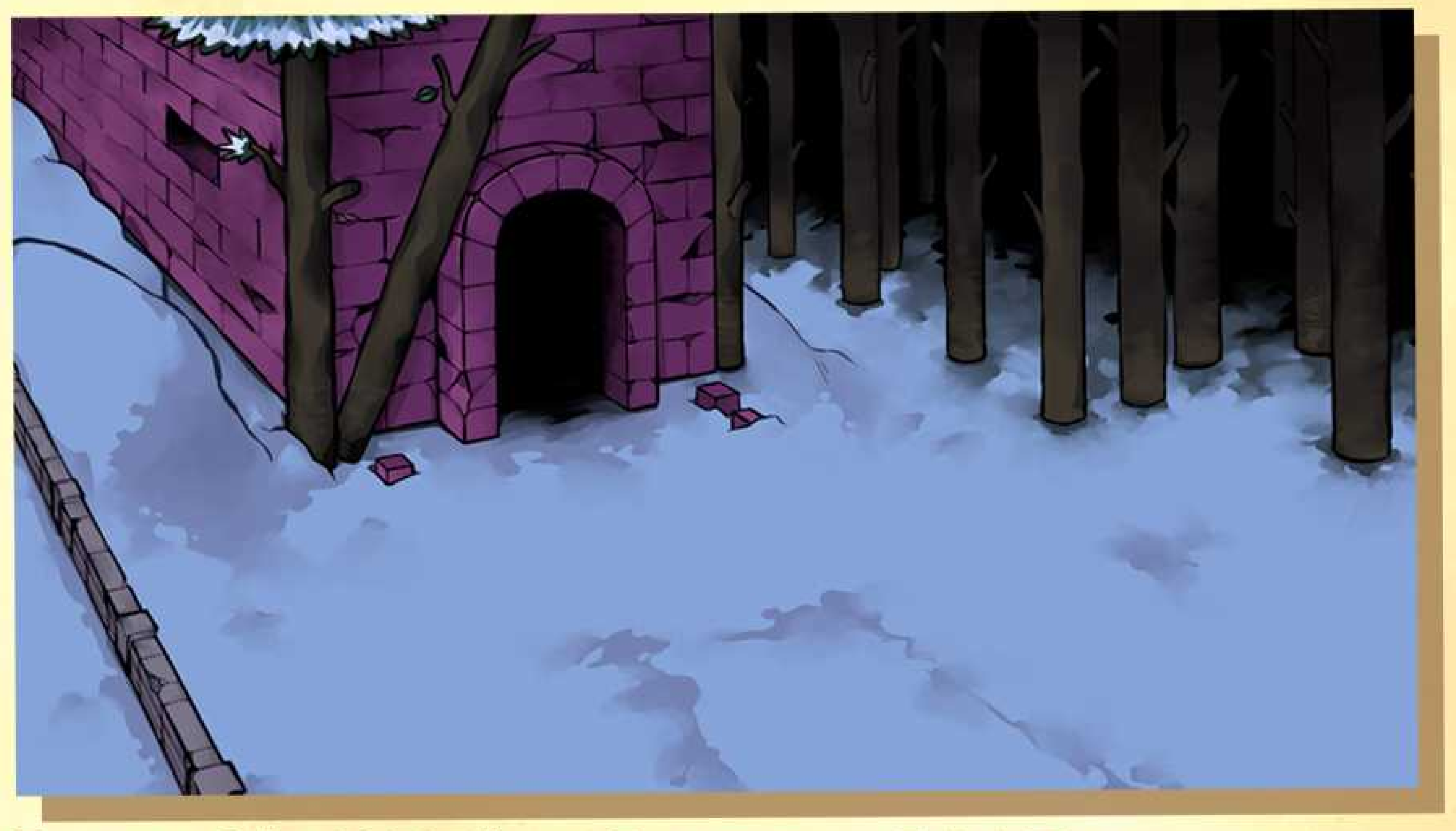
Snowdin_Trailer_Storyboard.png - 2017
Figburn



clover pre-vis.png - 2017
Figburn



SnowdinBGwip.png - 2017
Figburn

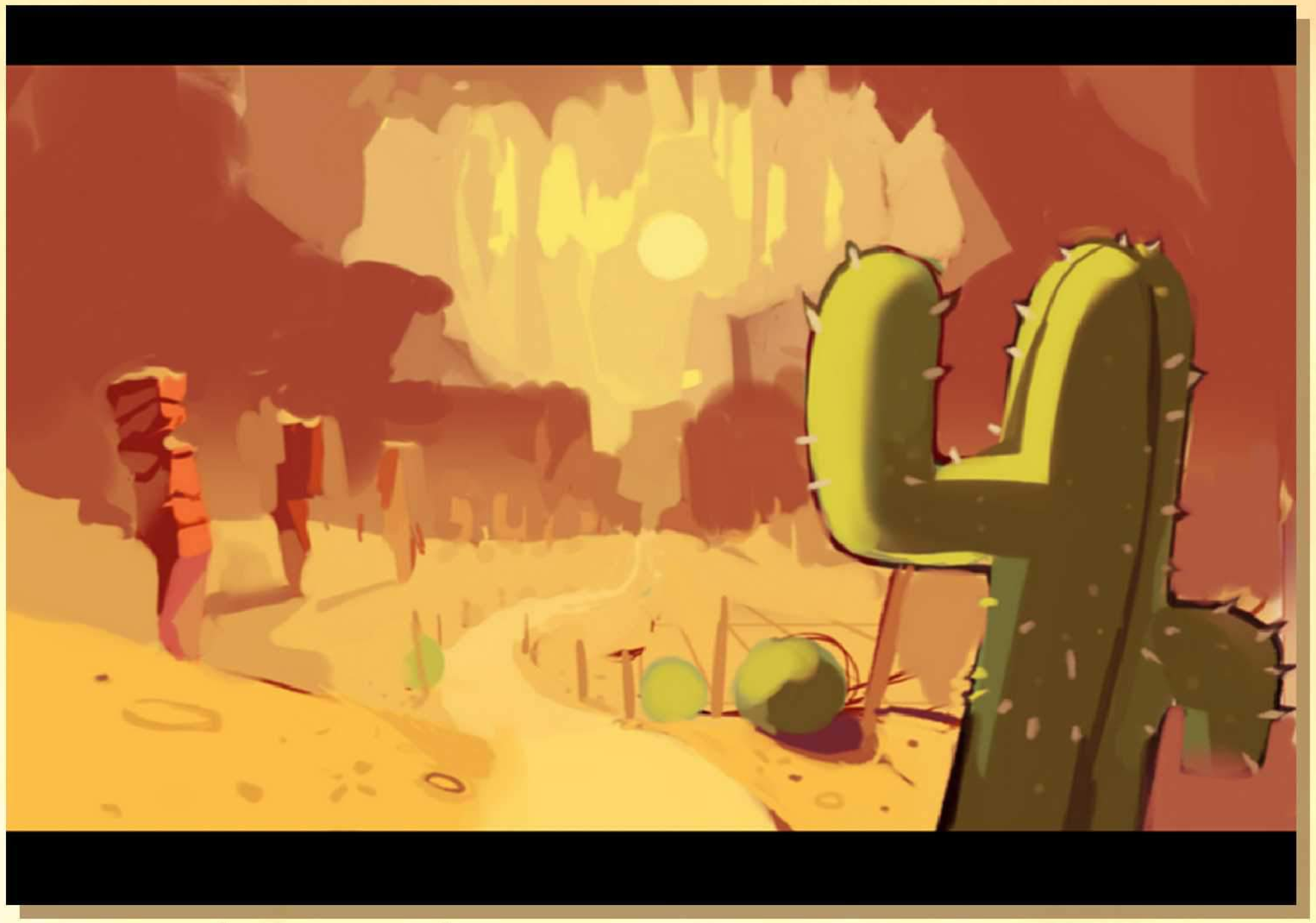


SnowdinBGFinal.png - 2017
TsukudaniNORIN

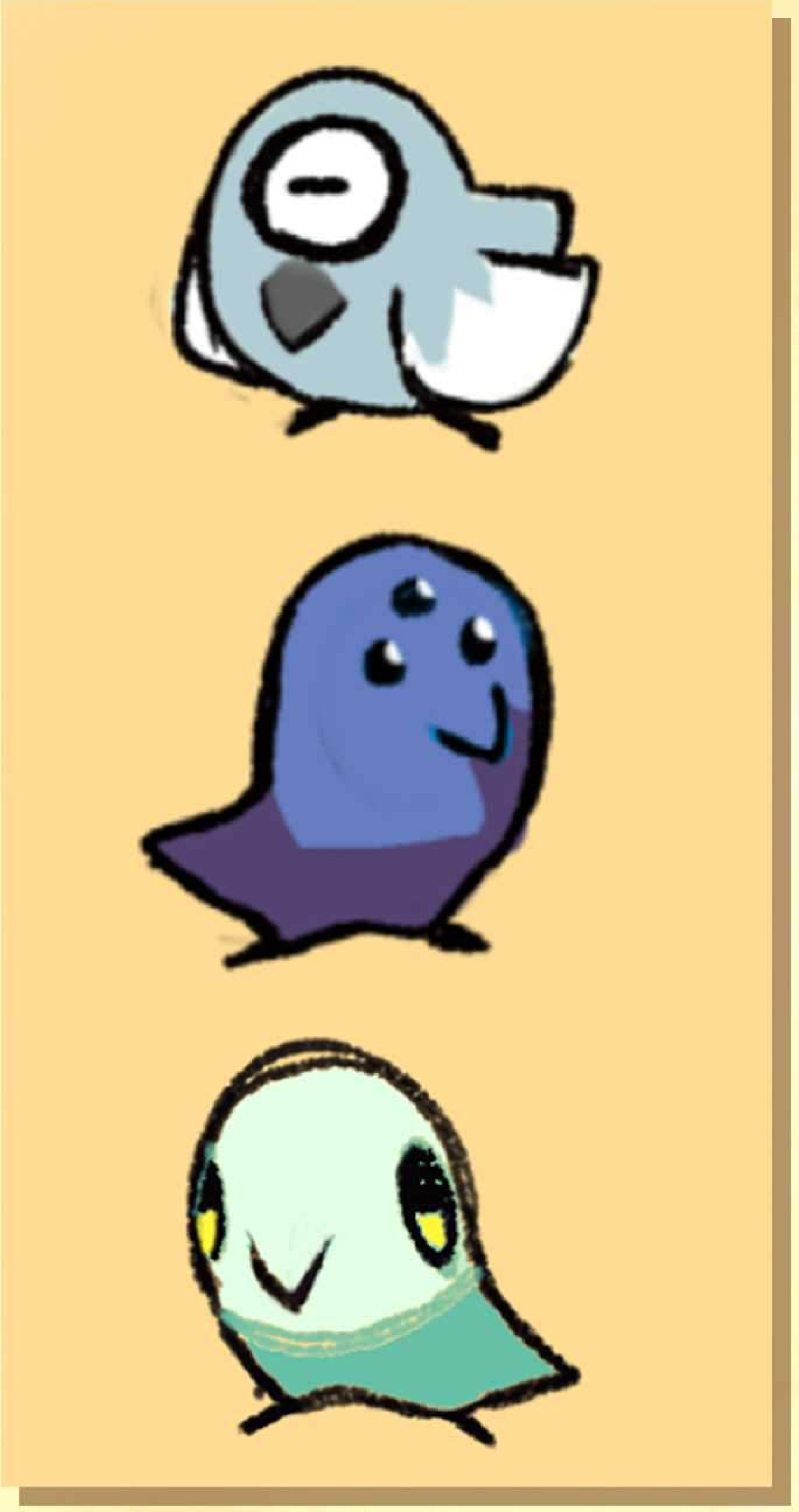
The animated trailers will forever be special to me.

I initially envisioned them when I learned we would be able to do a live premier at the “Atlantale Convention”, and I wanted to make it even more exciting.

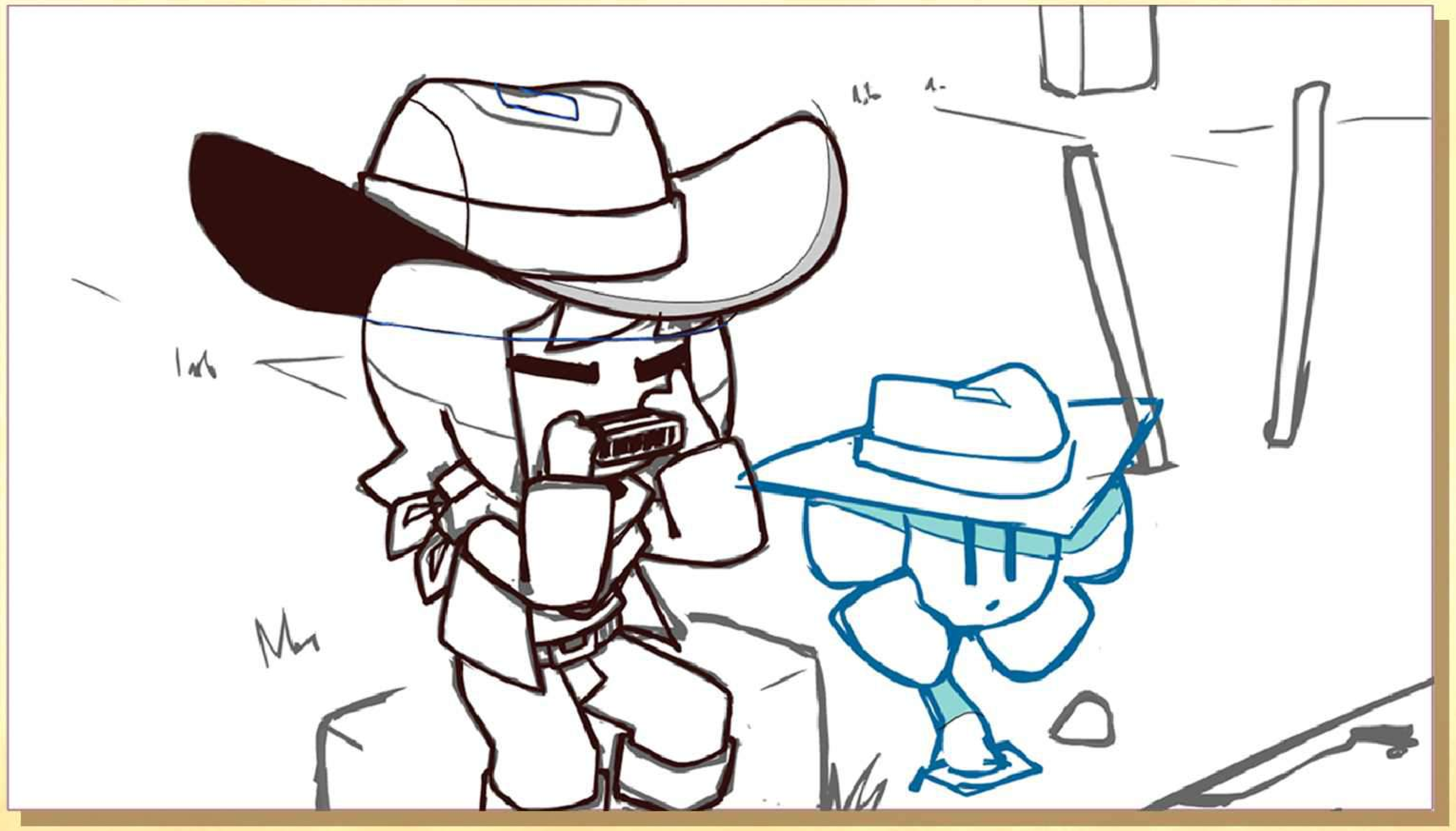
- Fig



dunes trailer pre-vis.png - 2021
Figburn

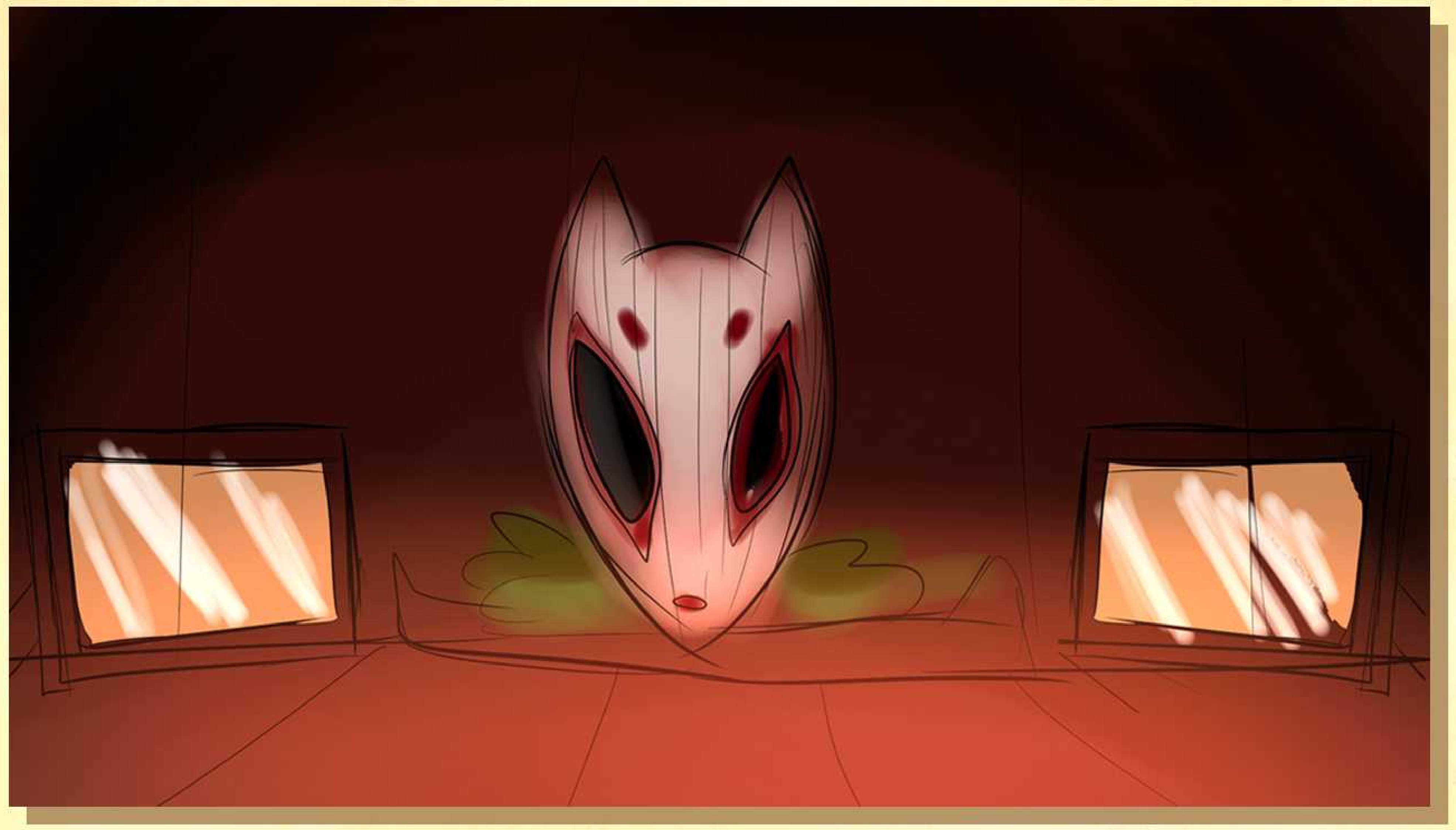


Birds.png - 2021
Figburn

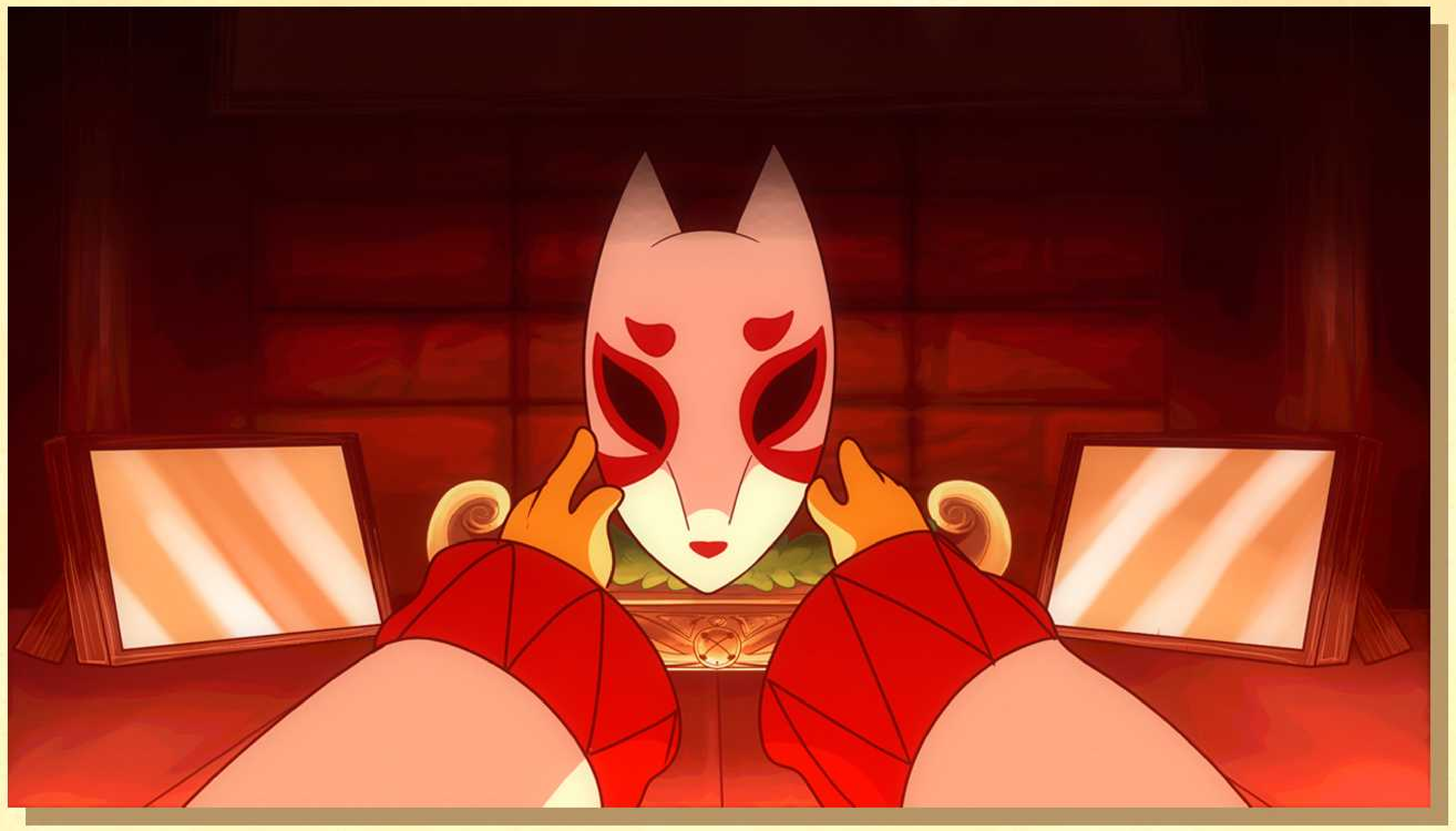


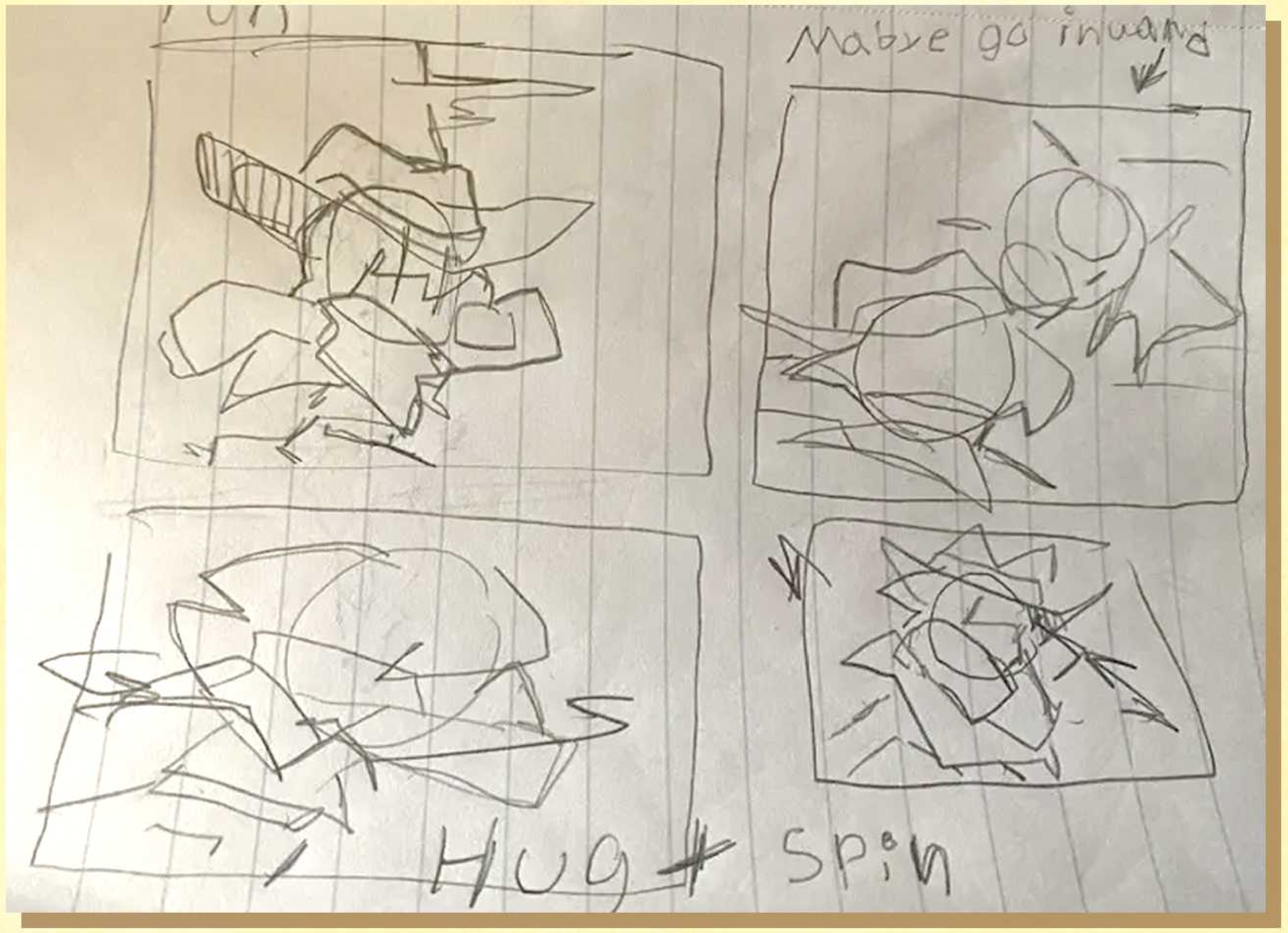
harmonica_wip.png - 2021
Figburn

35kTeaserRoughDrawing.png - 2023
AeroArtwork

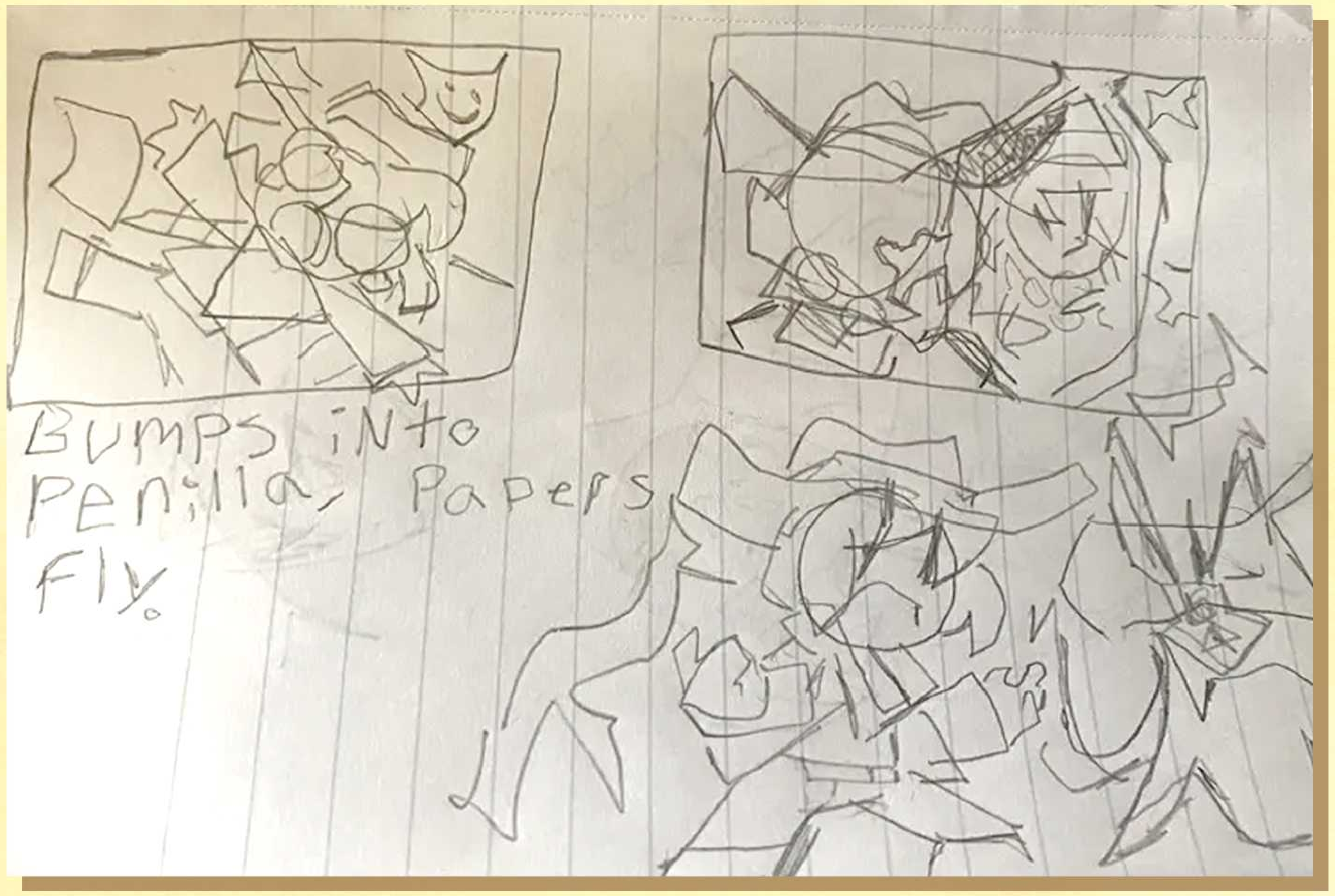


35KKanakoMask.mp4 - 2023
AeroArtwork

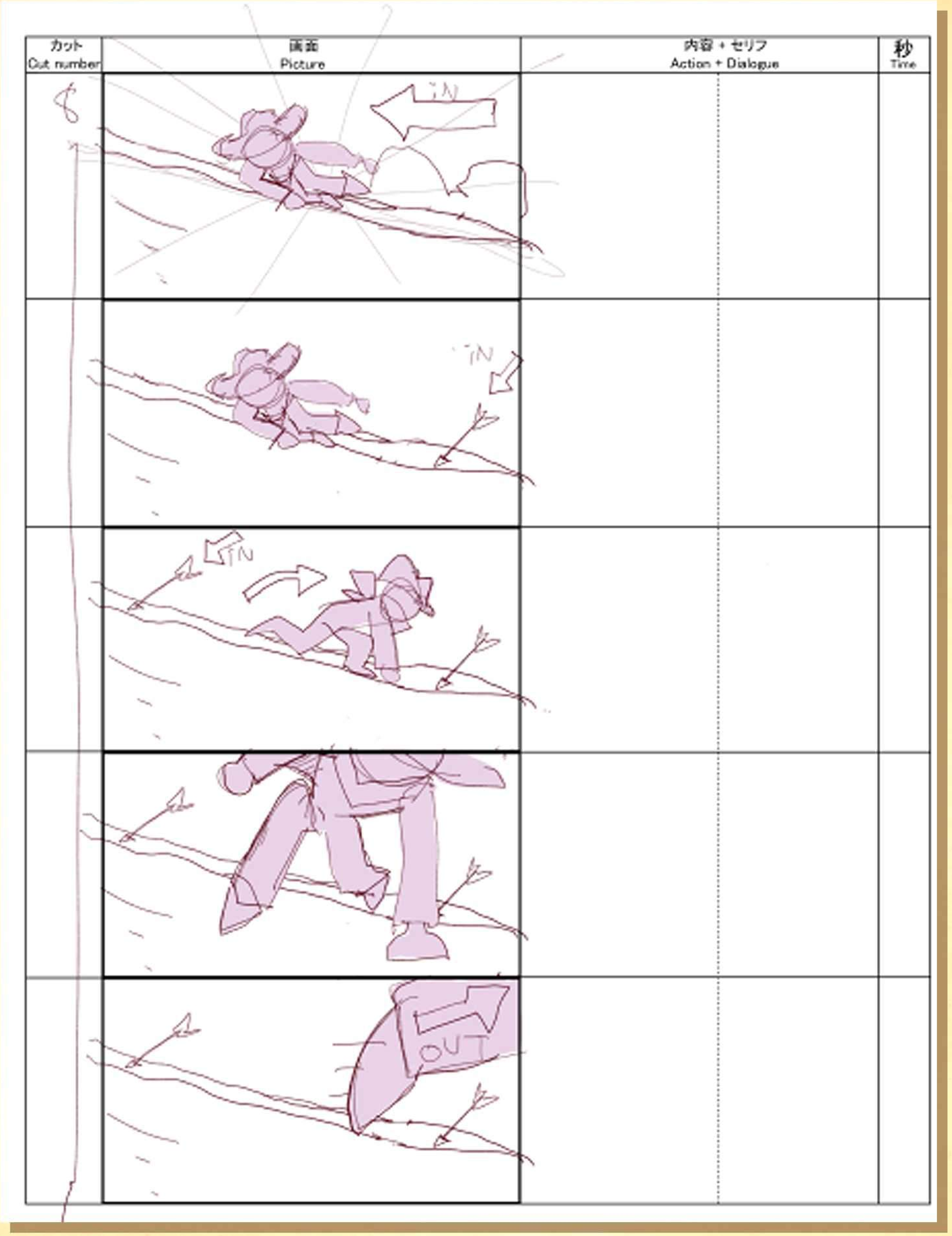



Mabye go inward
Hug + Spin

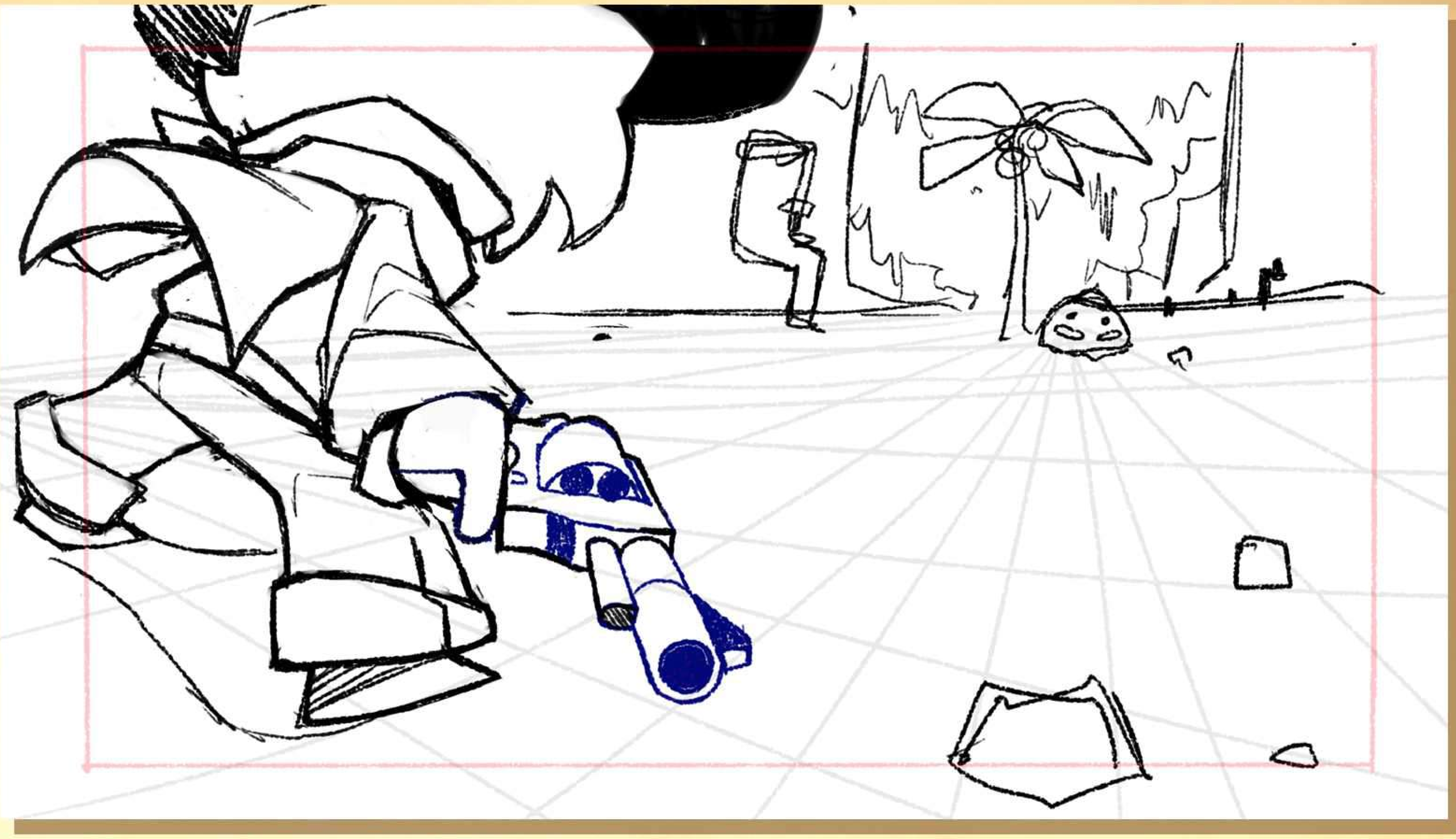
end_storyboard 1.png - 2022
Figburn


Bumps iNto Penilla, Papers Fly.

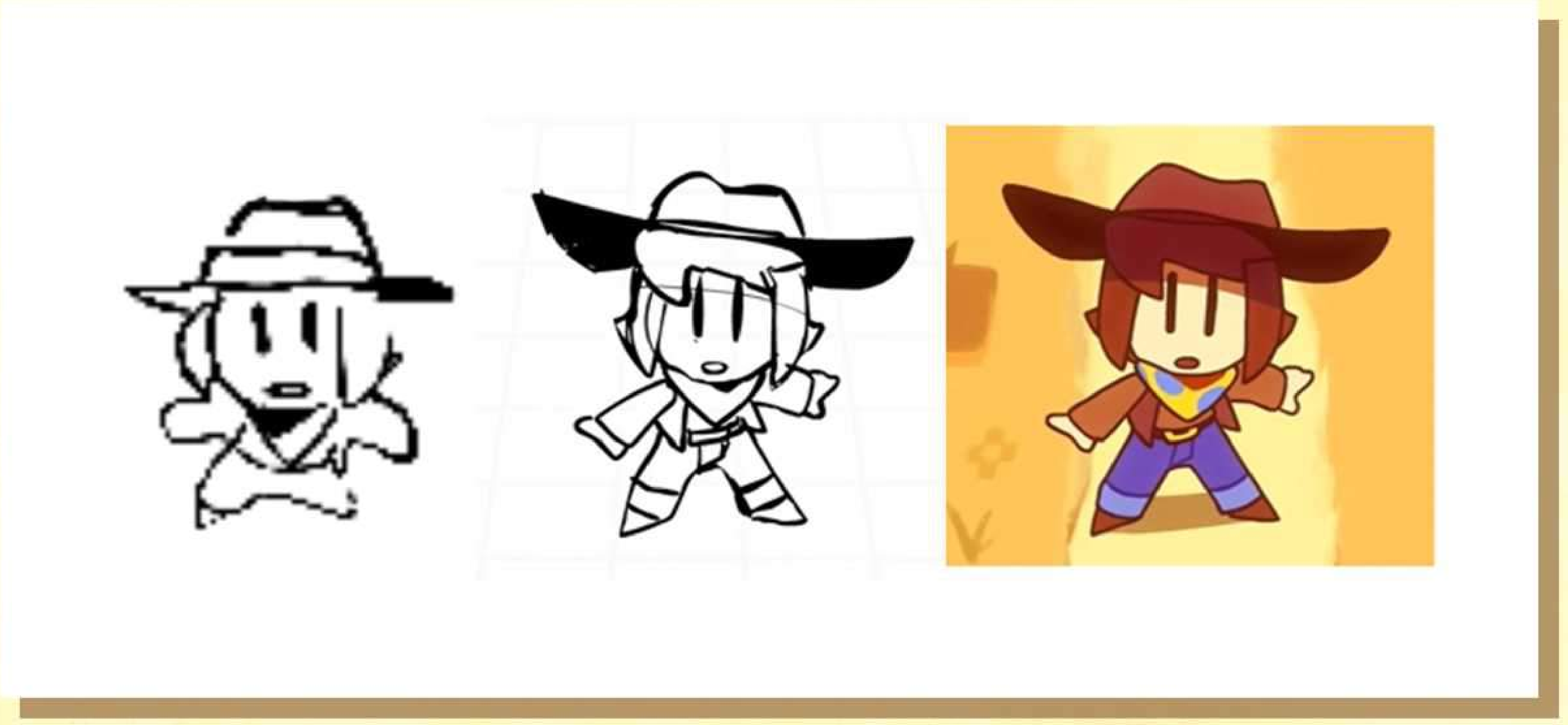
end_storyboard 2.png - 2022
Figburn


カット
Cut number
画面
Picture
内容＋セリフ
Action + Dialogue
秒
Time
6
IN
IN
IN
OUT

launch_storyboard.png - 2023
Idlkllr



trailer_wip.png - 2023
Figburn



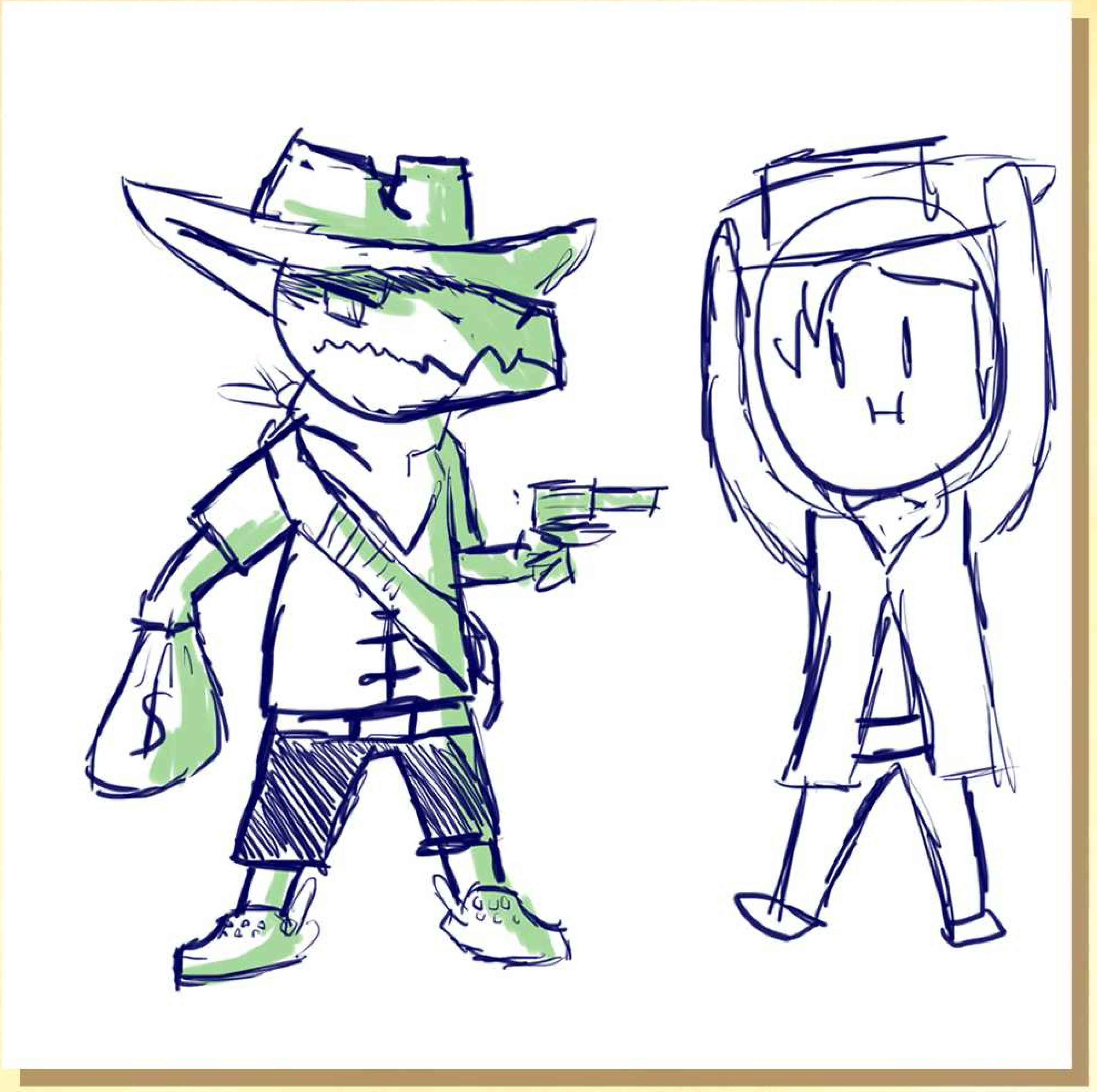
process.png - 2023
Figburn

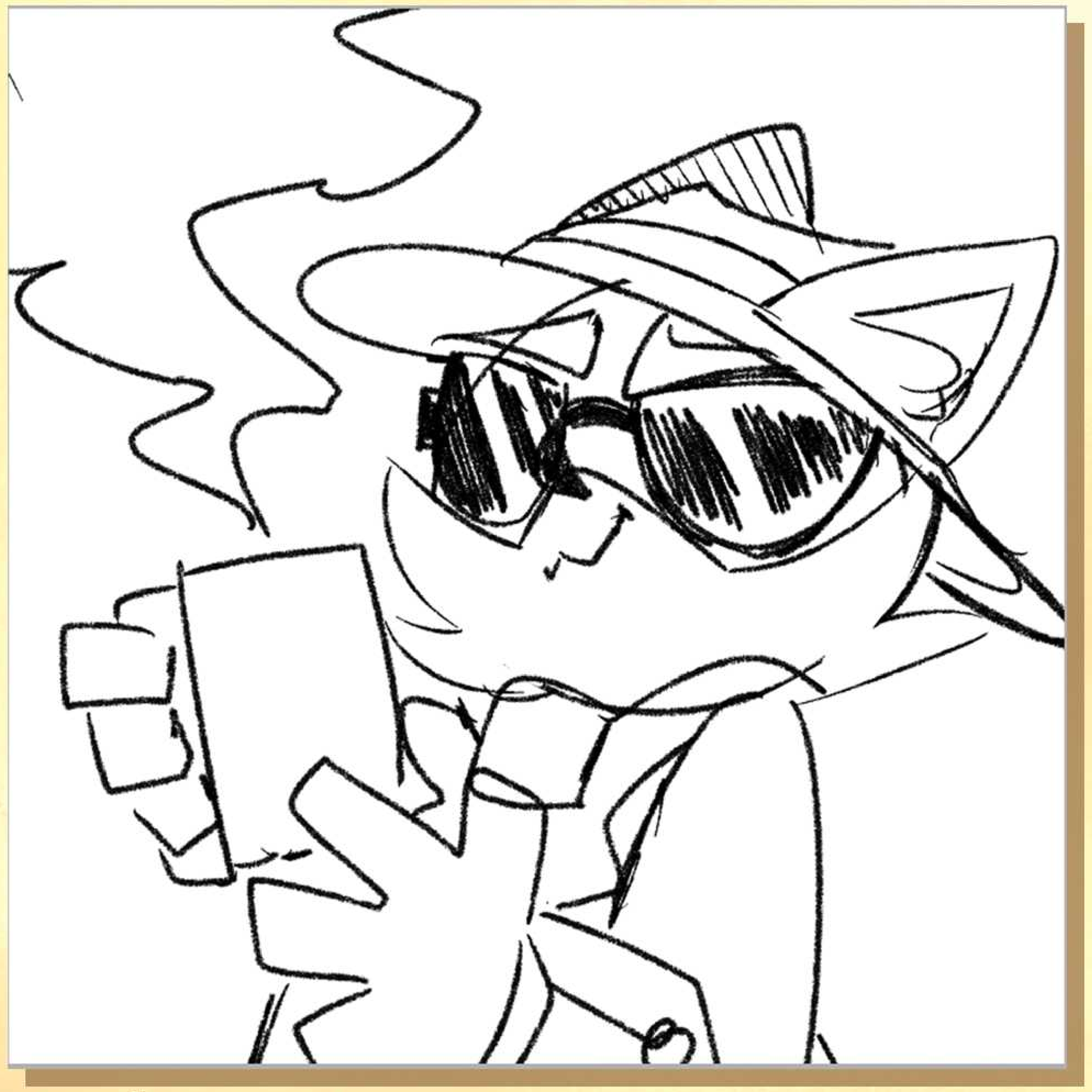
Though it was originally a one-off, to me, the animated teasers helped define the second half of the games public presence while in development.

They all took WAY too long to make though.
A perfect adaptation of the game!

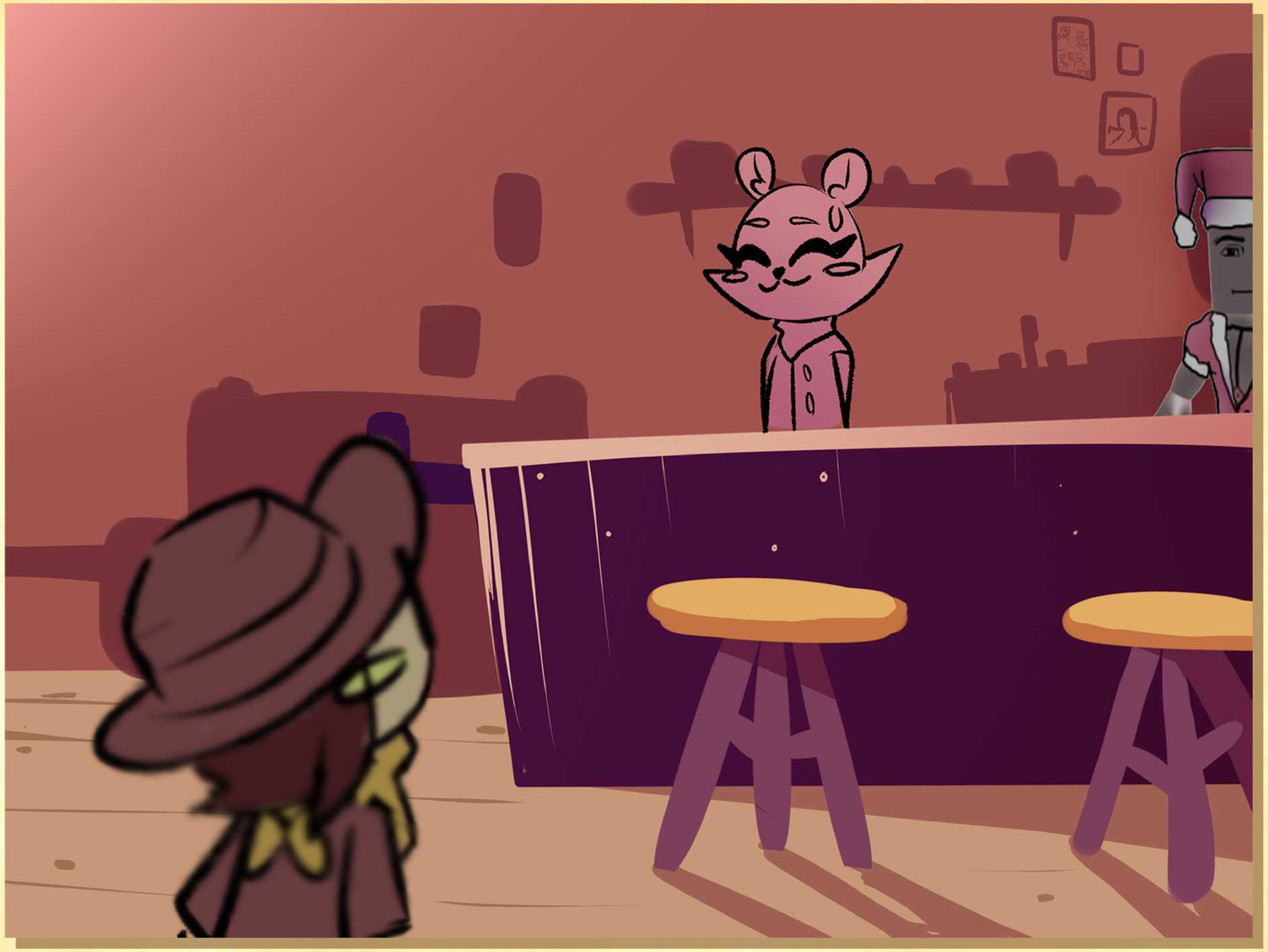
- Fig

Croc_dude.png - 2016
Figburn



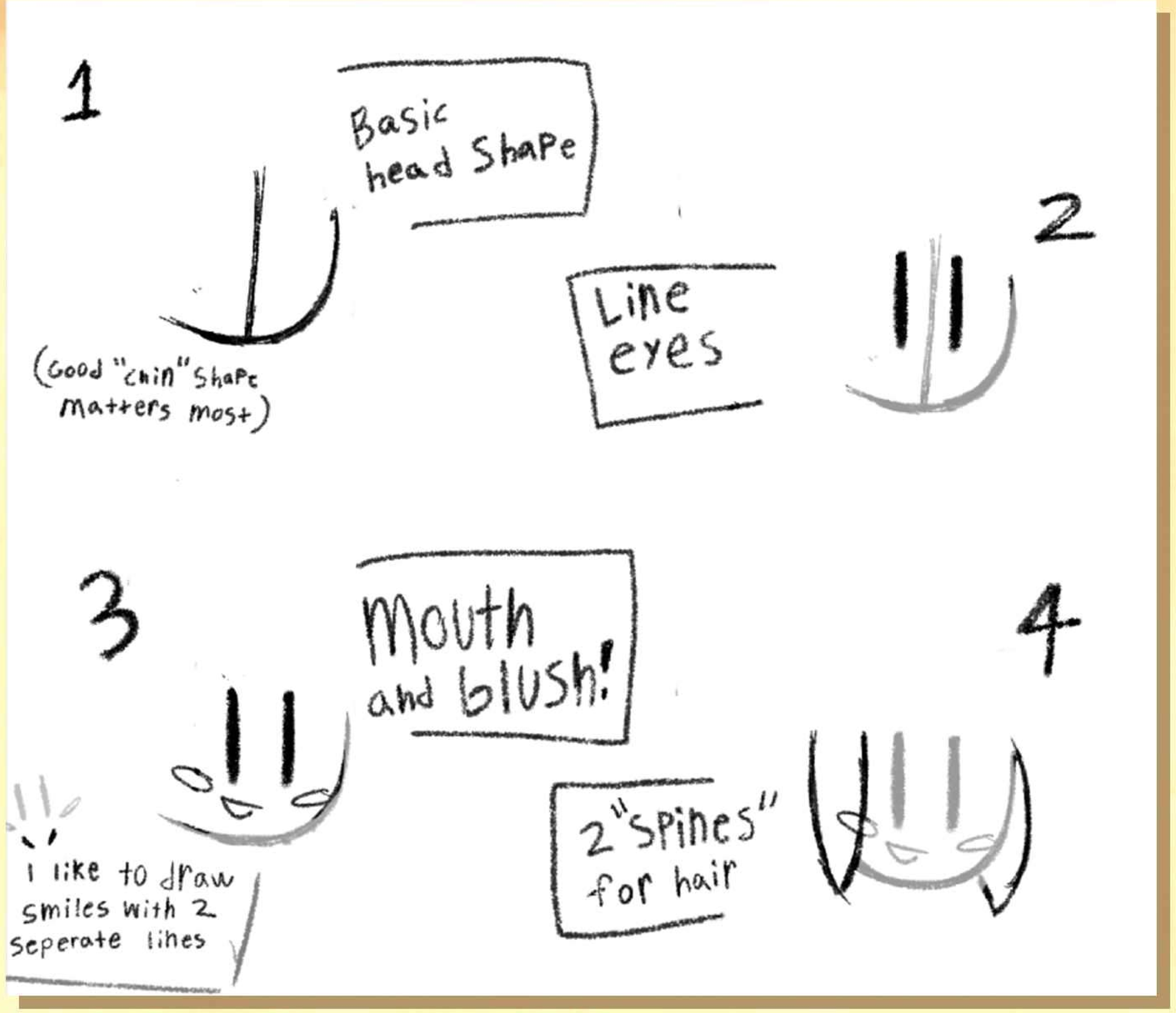


Mo with Coffee.png - 2019
Figburn

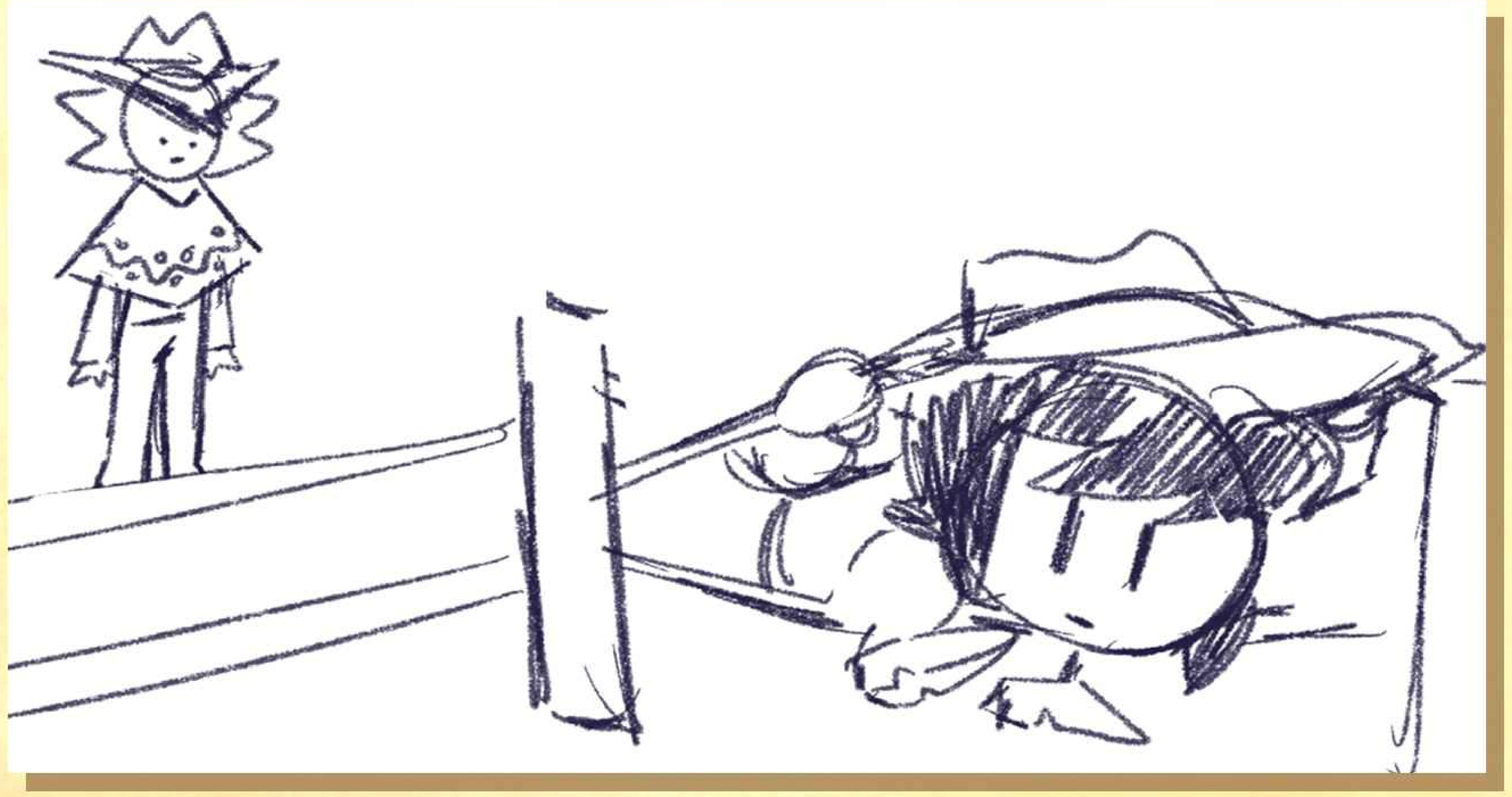


ah_yes.png - 2017
Figburn
It wasn’t always unpaid labor with frequent burnout at UTY Inc.
The team knew how to get a little silly too!:P

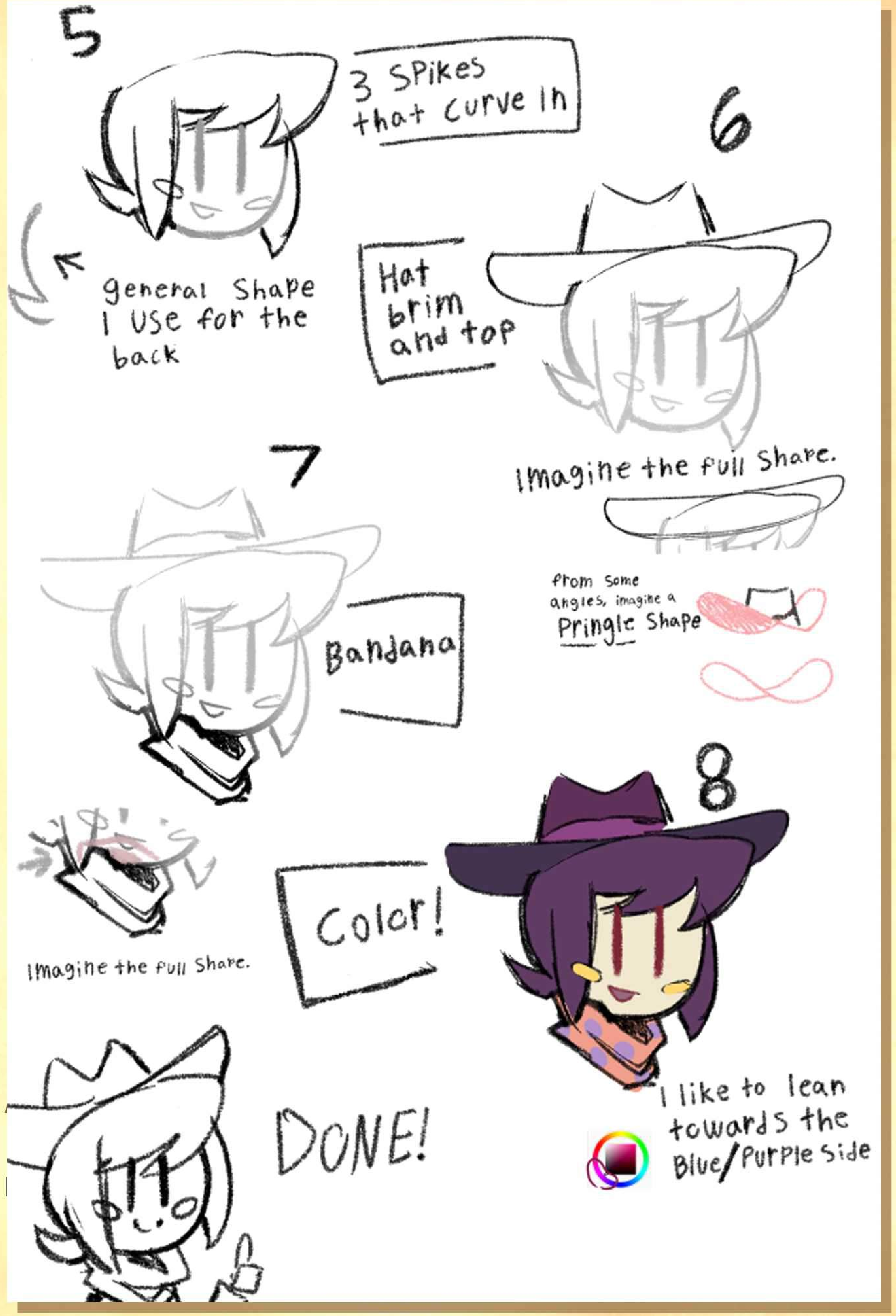
- Sword


1
Basic head Shape
(Good "chin" Shape matters most)
2
Line eyes
3
Mouth and blush!
I like to draw smiles with 2 seperate lines
4
2 "Spines" for hair

How to Draw Clover.png - 2019
Figburn

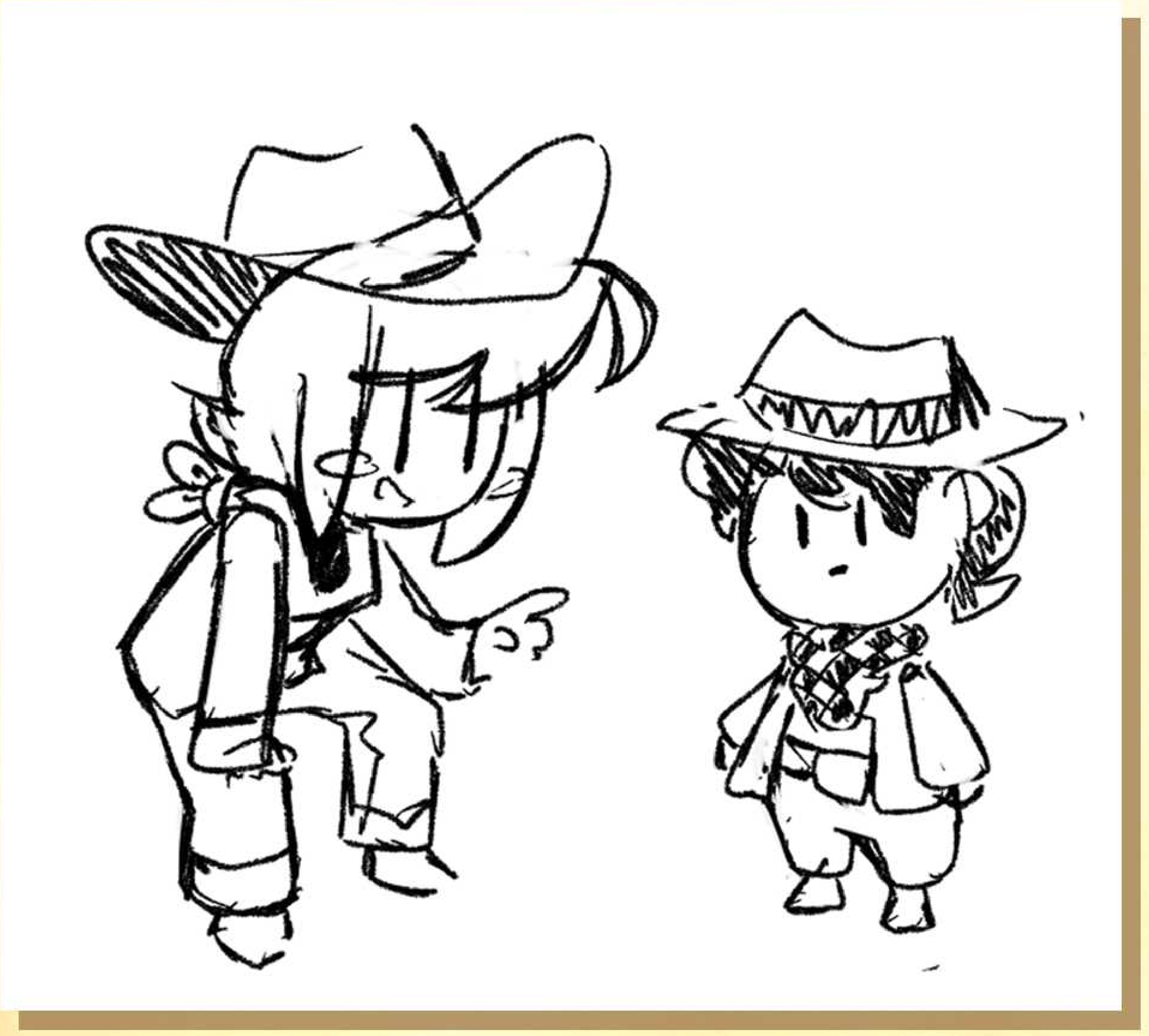


Cheating.png - 2019
Figburn

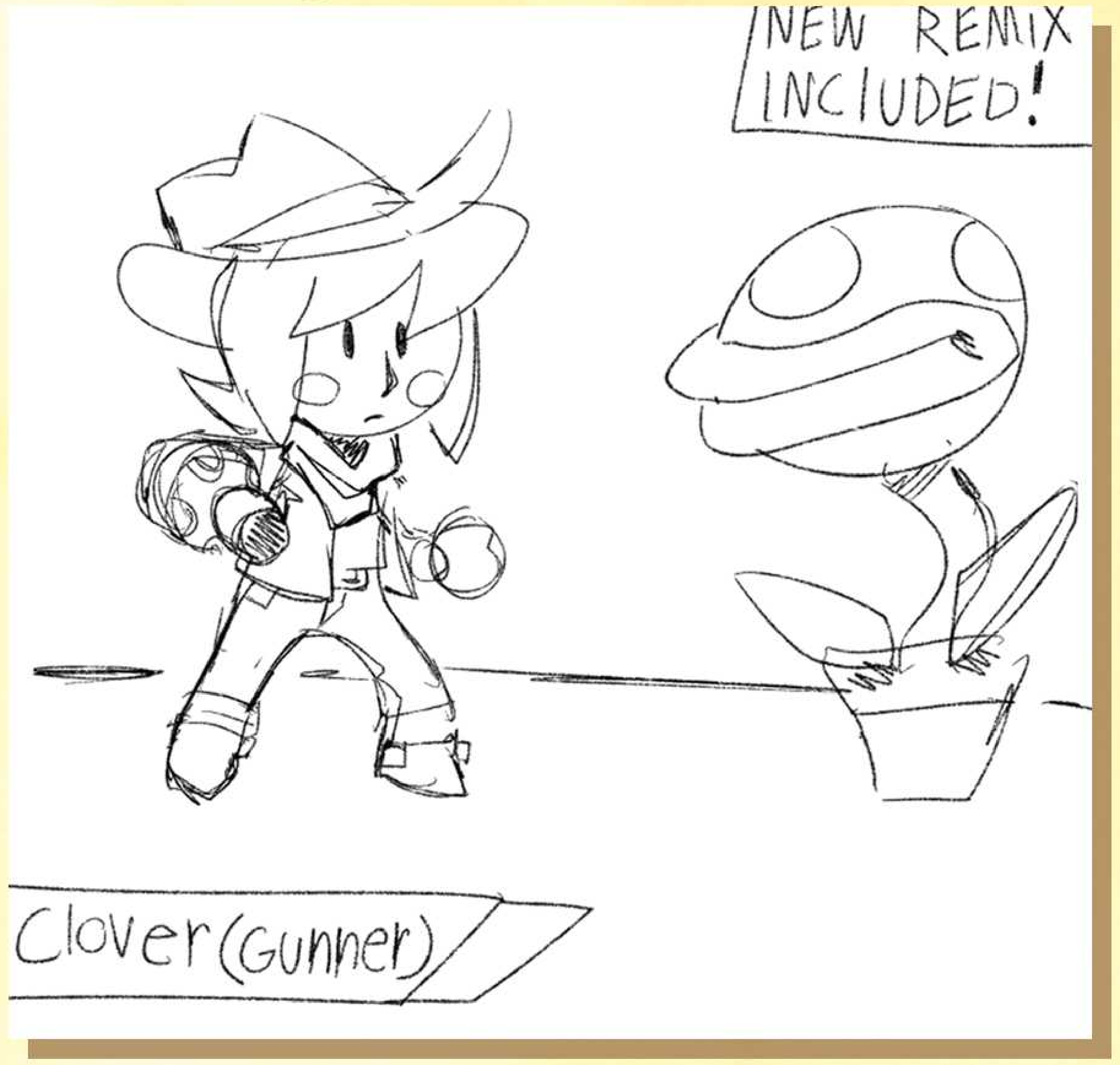

5
3 Spikes that curve in
general Shape I use for the back
6
Hat brim and top
Imagine the full Shape.
7
Bandana
from some angles, imagine a Pringle Shape
Imagine the full Shape.
Color!
8
I like to lean towards the Blue/Purple side
DONE!

How to Draw Clover2.png - 2019
Figburn

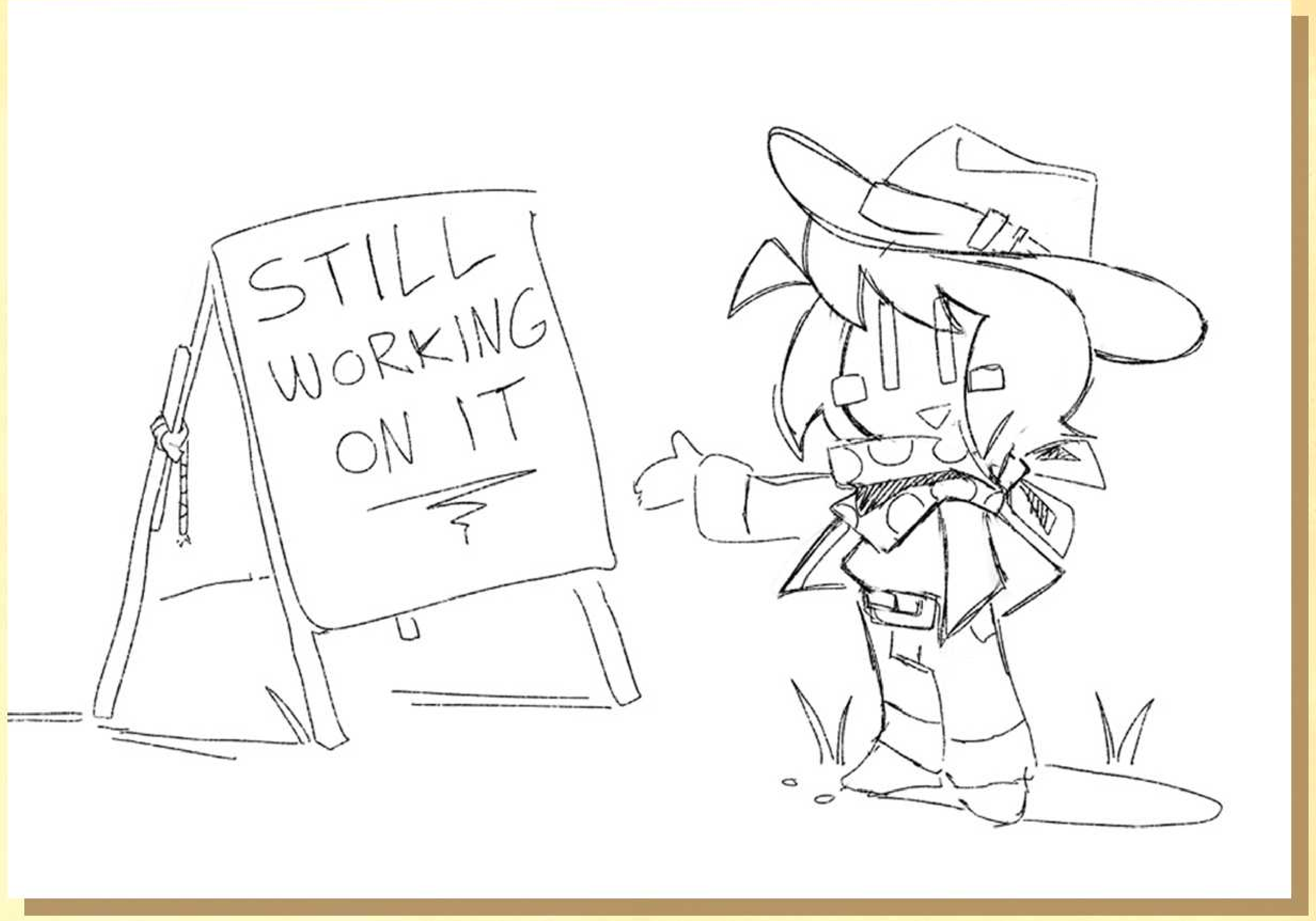
Clover into the CloverVerse.png - 2020
Figburn

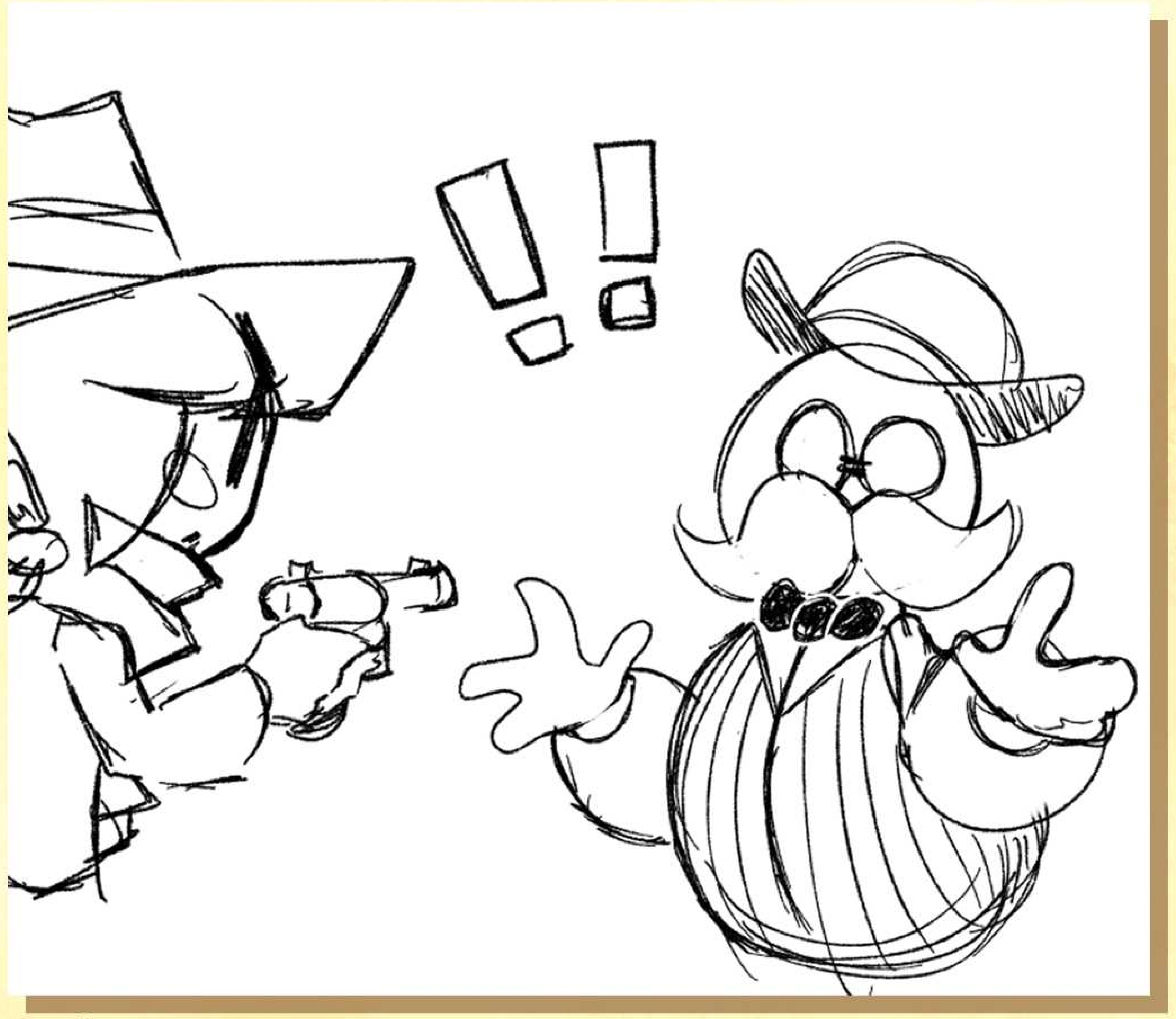


Smash Bros X UTY2.png - 2019
Figburn

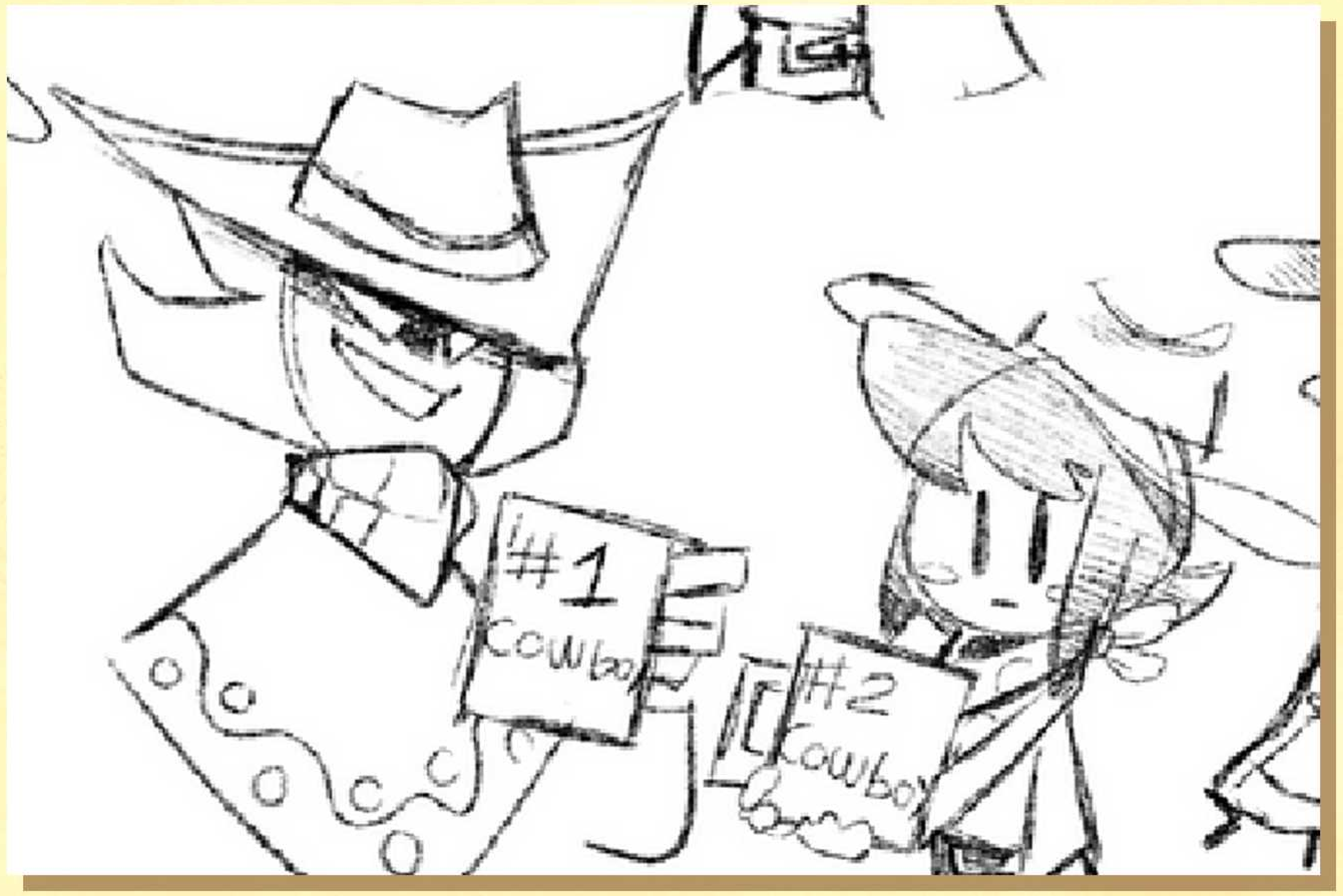

NEW REMIX INCLUDED!
Clover (Gunner)

still working.png - 2021
Figburn

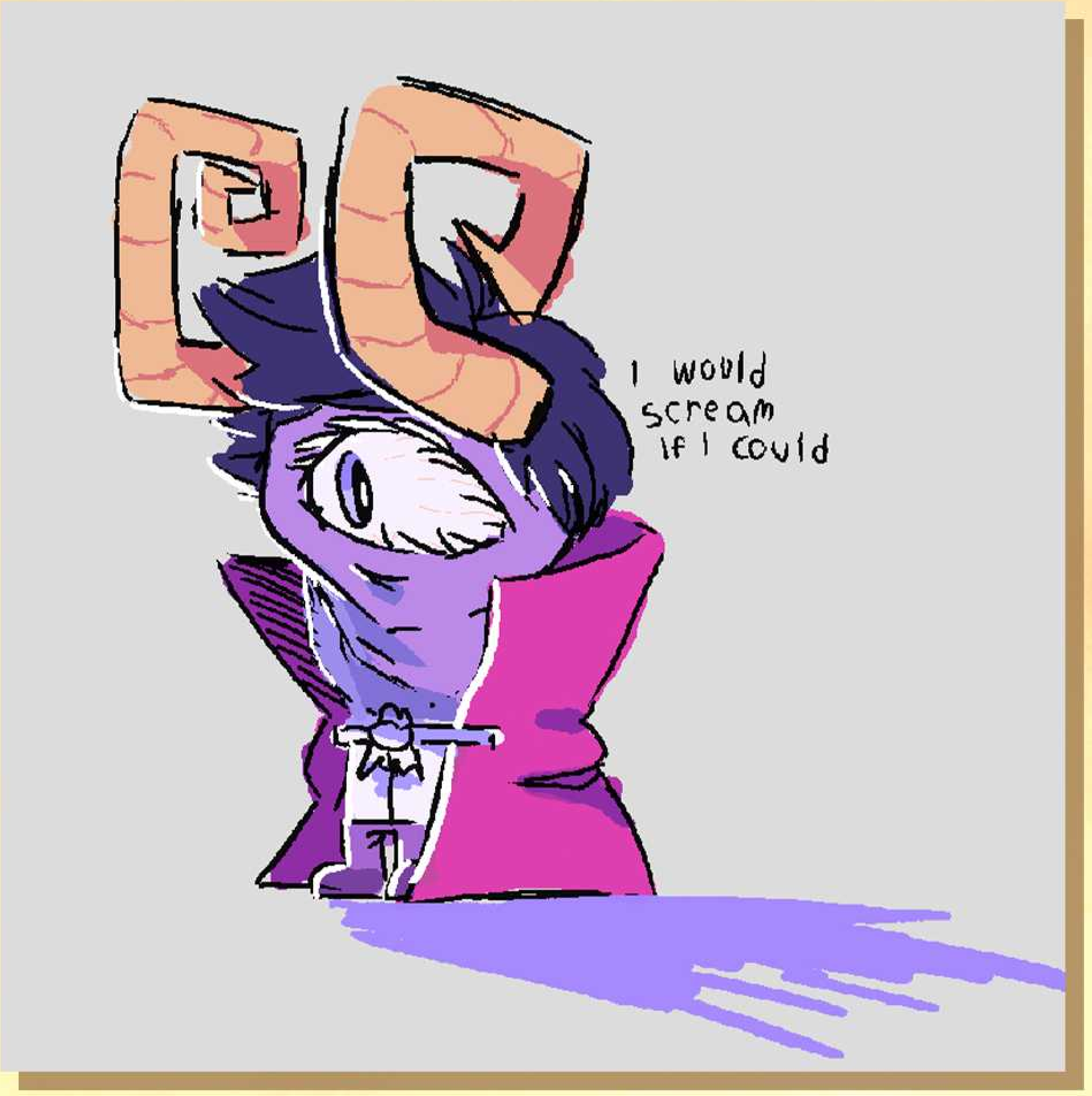

STILL WORKING ON IT



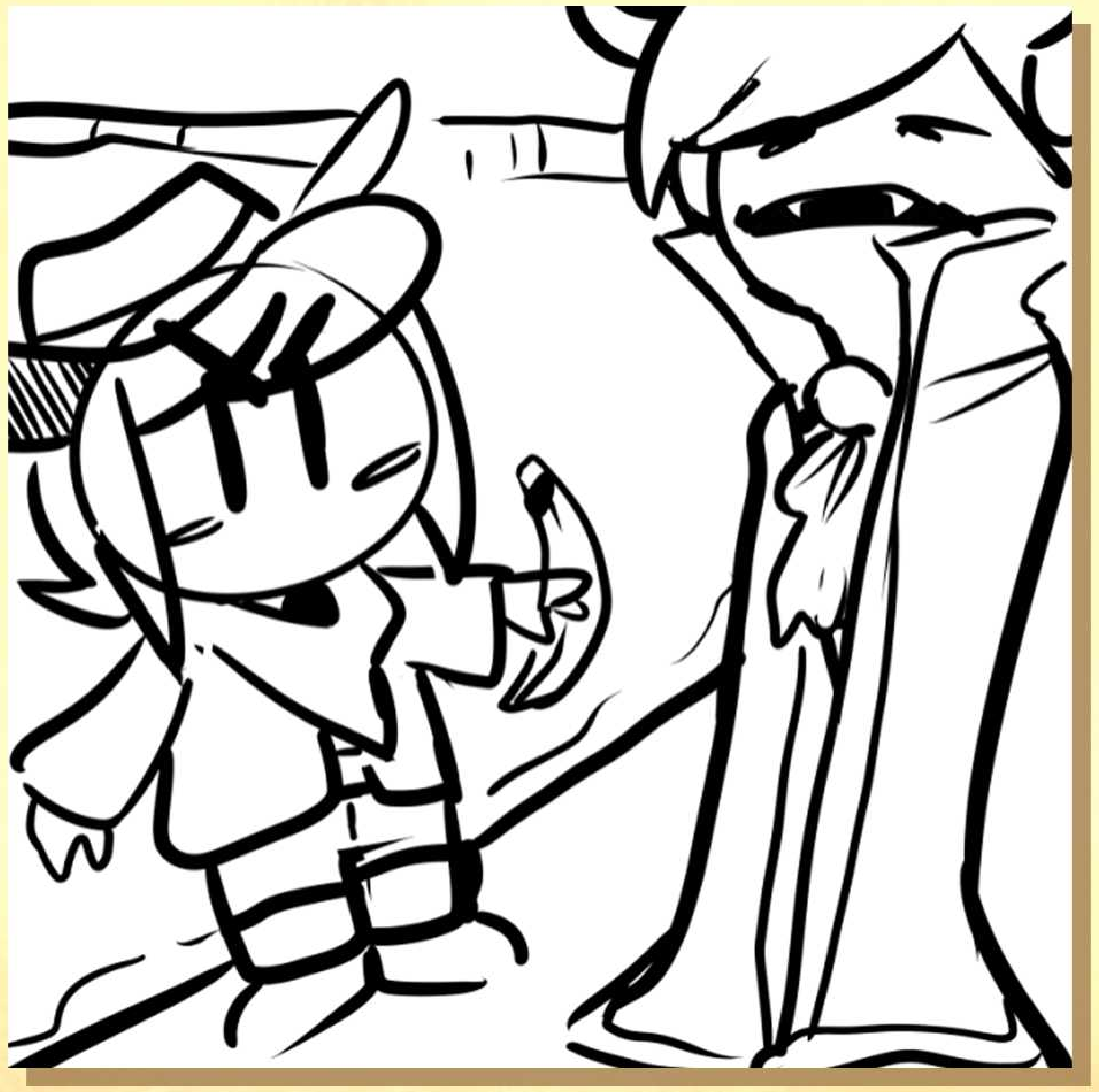
stick em up.png - 2020
Figburn


#1 Cowboy
#2 Cowboy

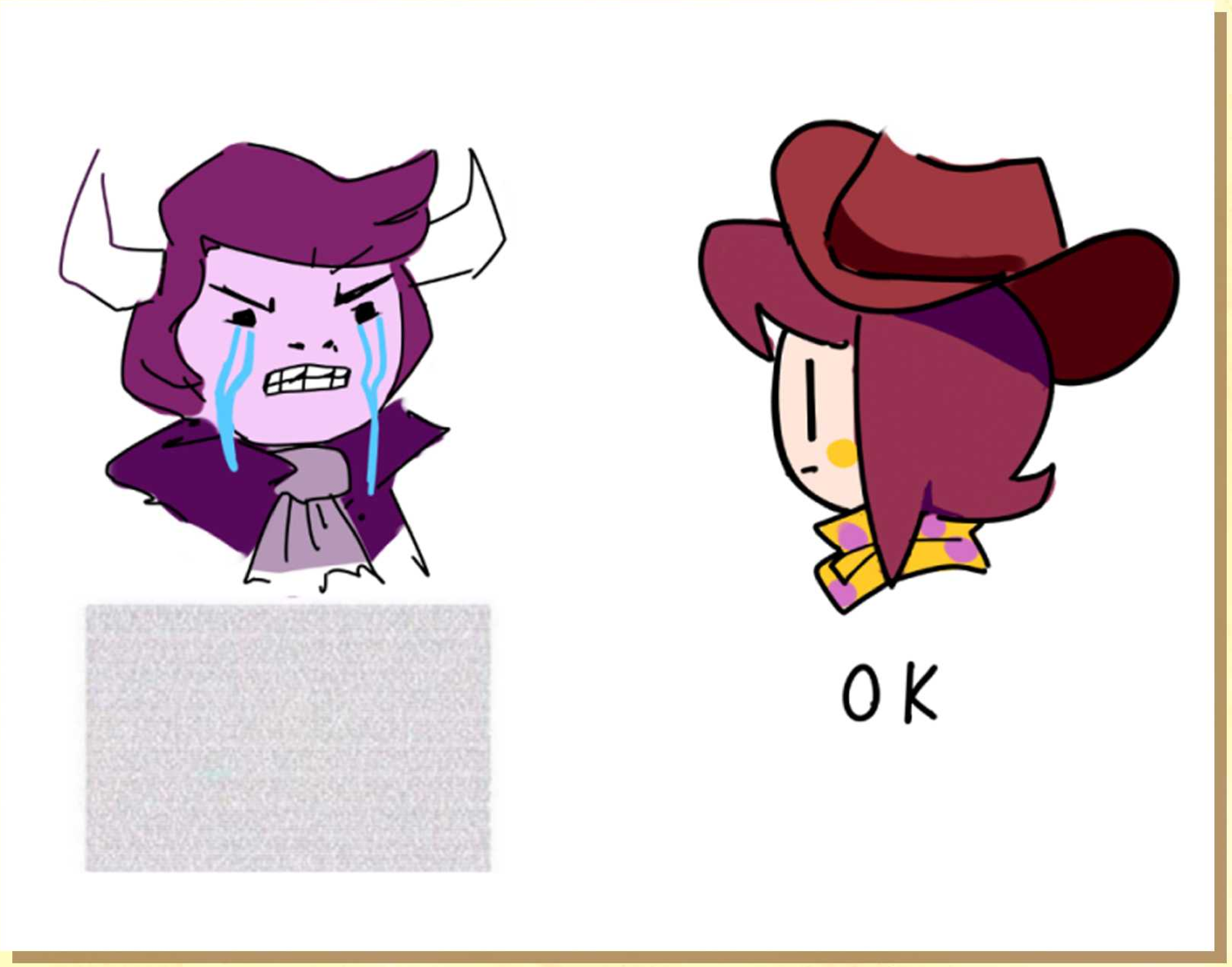
Number1Cowpoke.png - 2022
Figburn


I would scream if I could

scream.png - 2016
Figburn

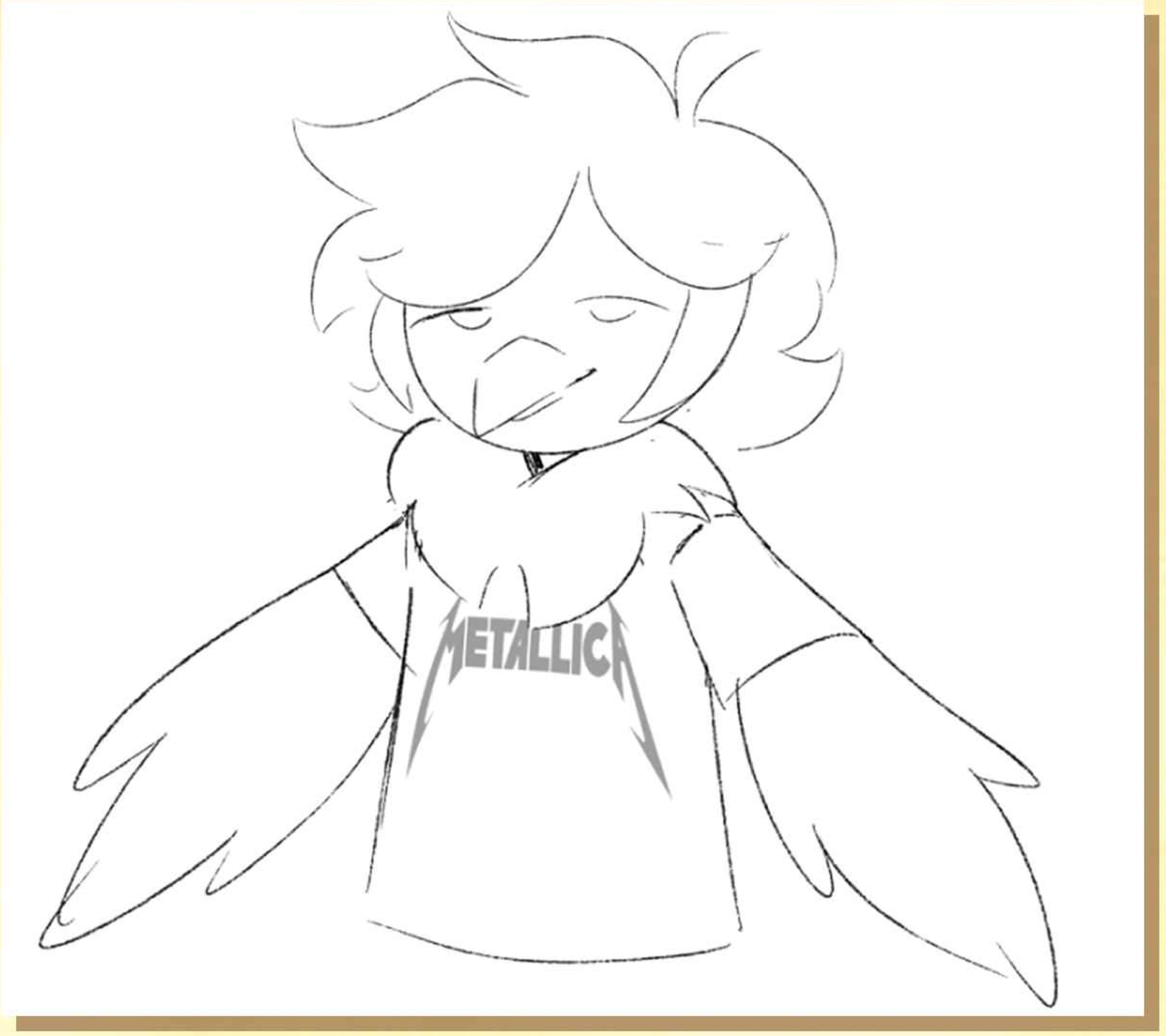


Clover VS Dalv 2.png - 2020
Figburn

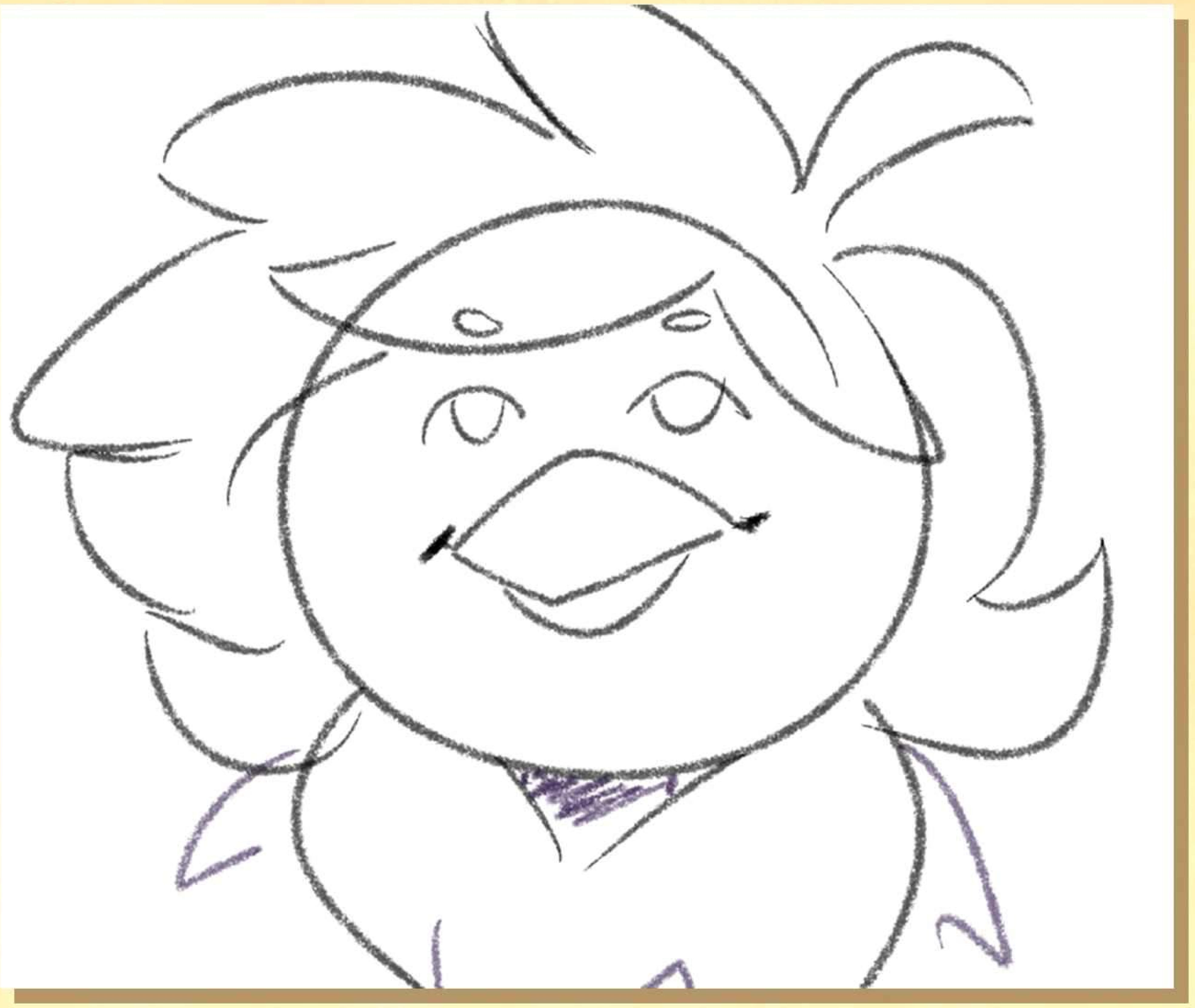


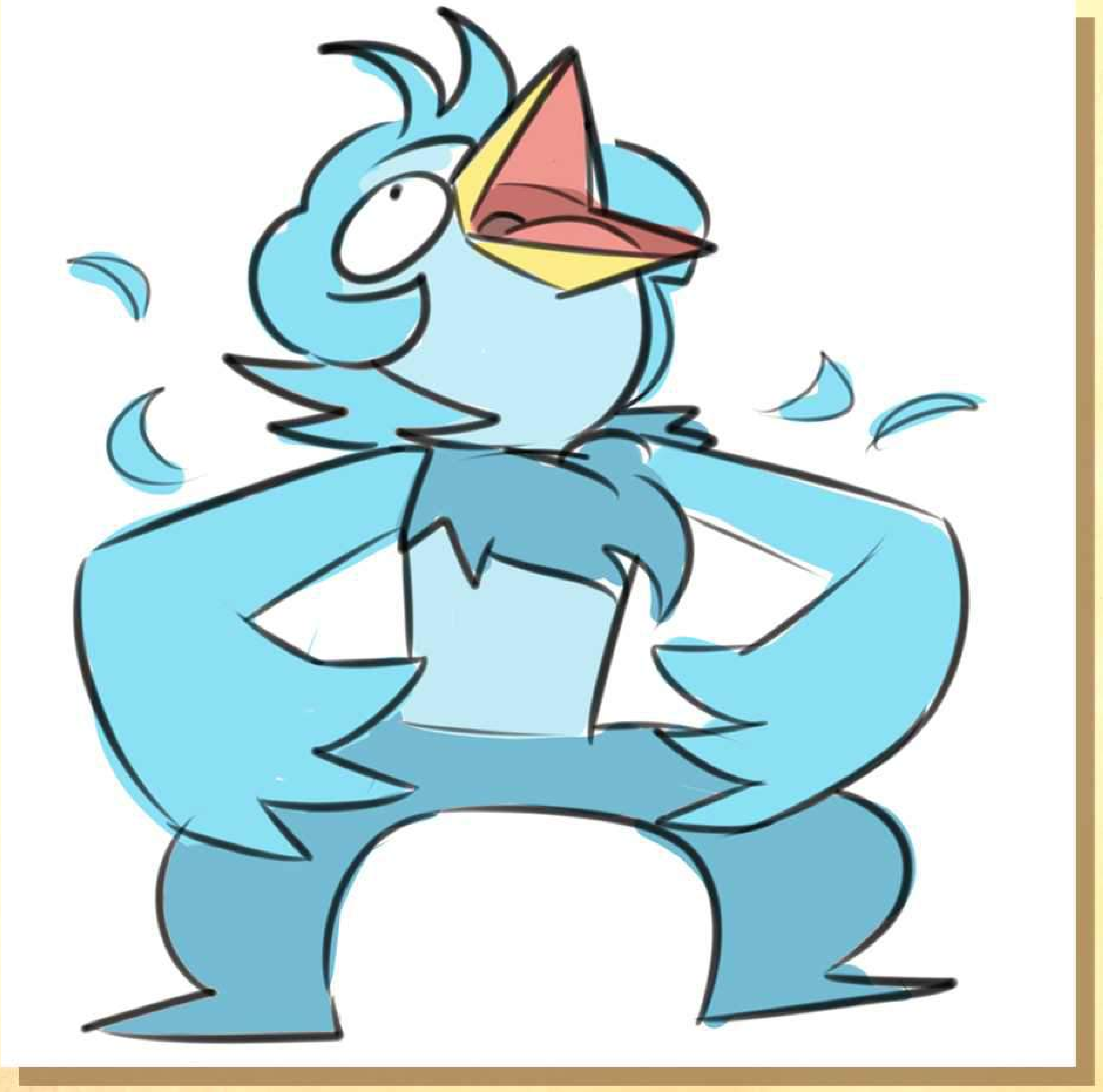
ok.png - 2020
Figburn

martallica.png - 2020
Figburn

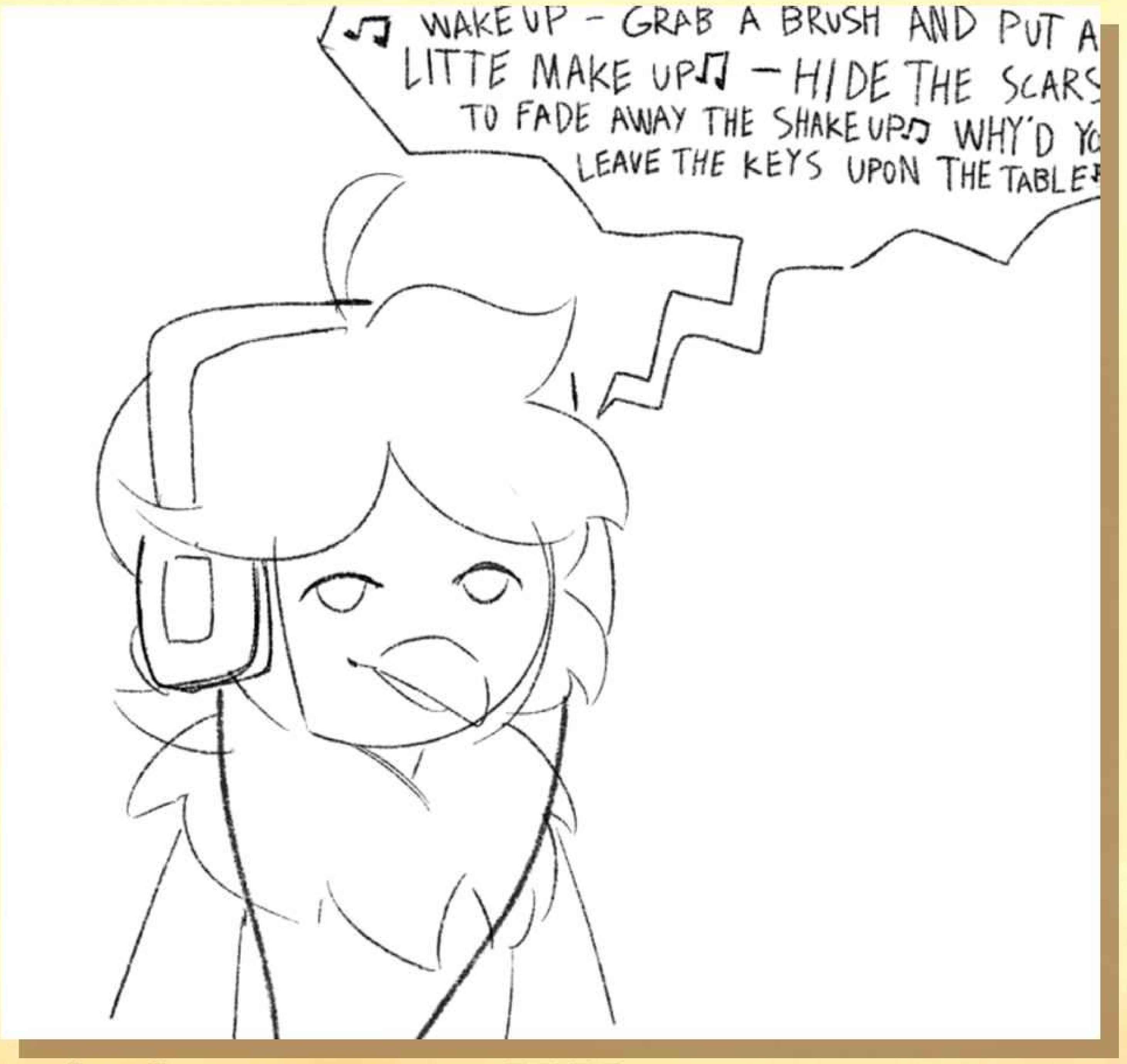


funny martlet.png - 2019
Figburn



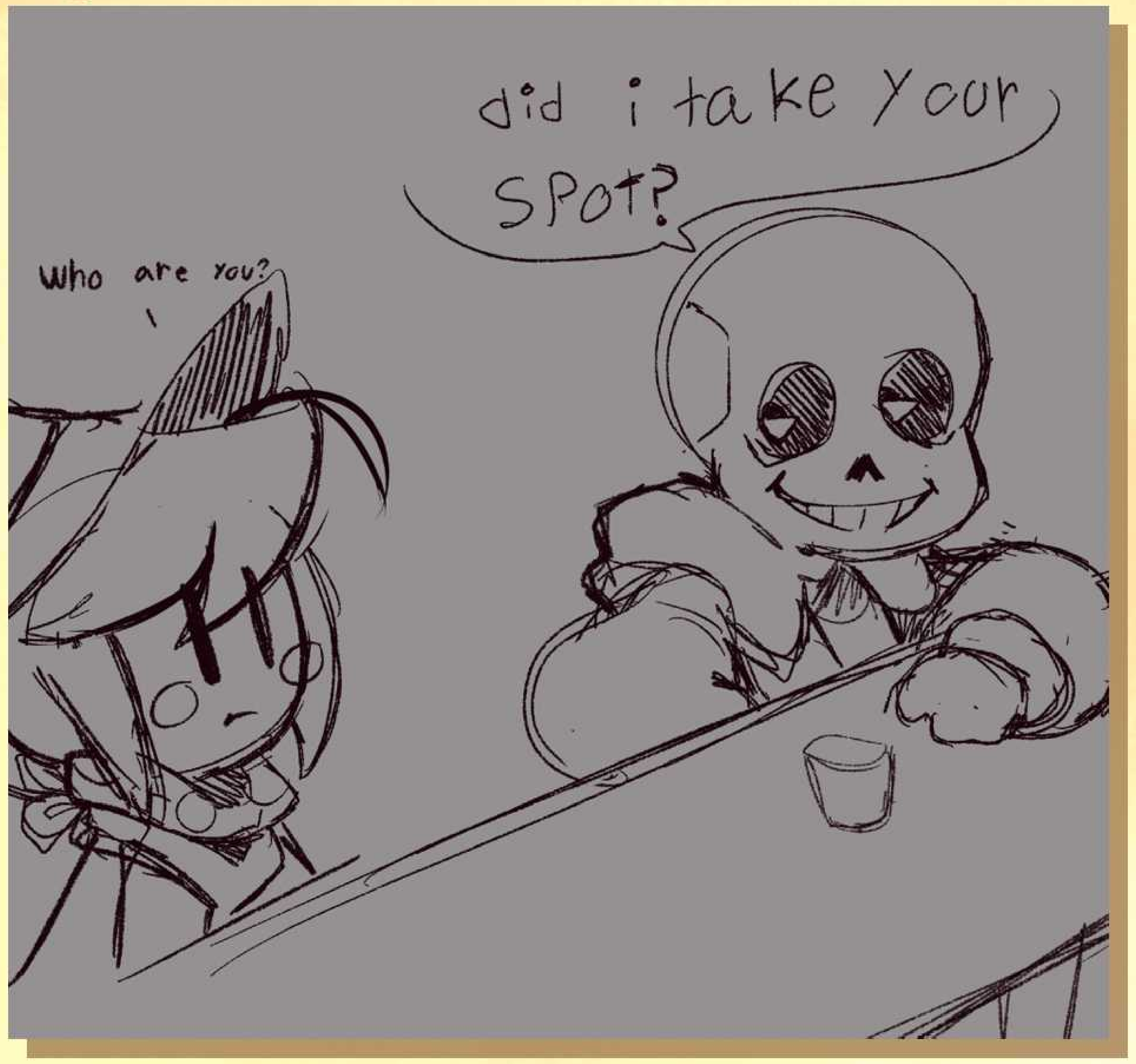


martlit.png - 2019
NeroSensei

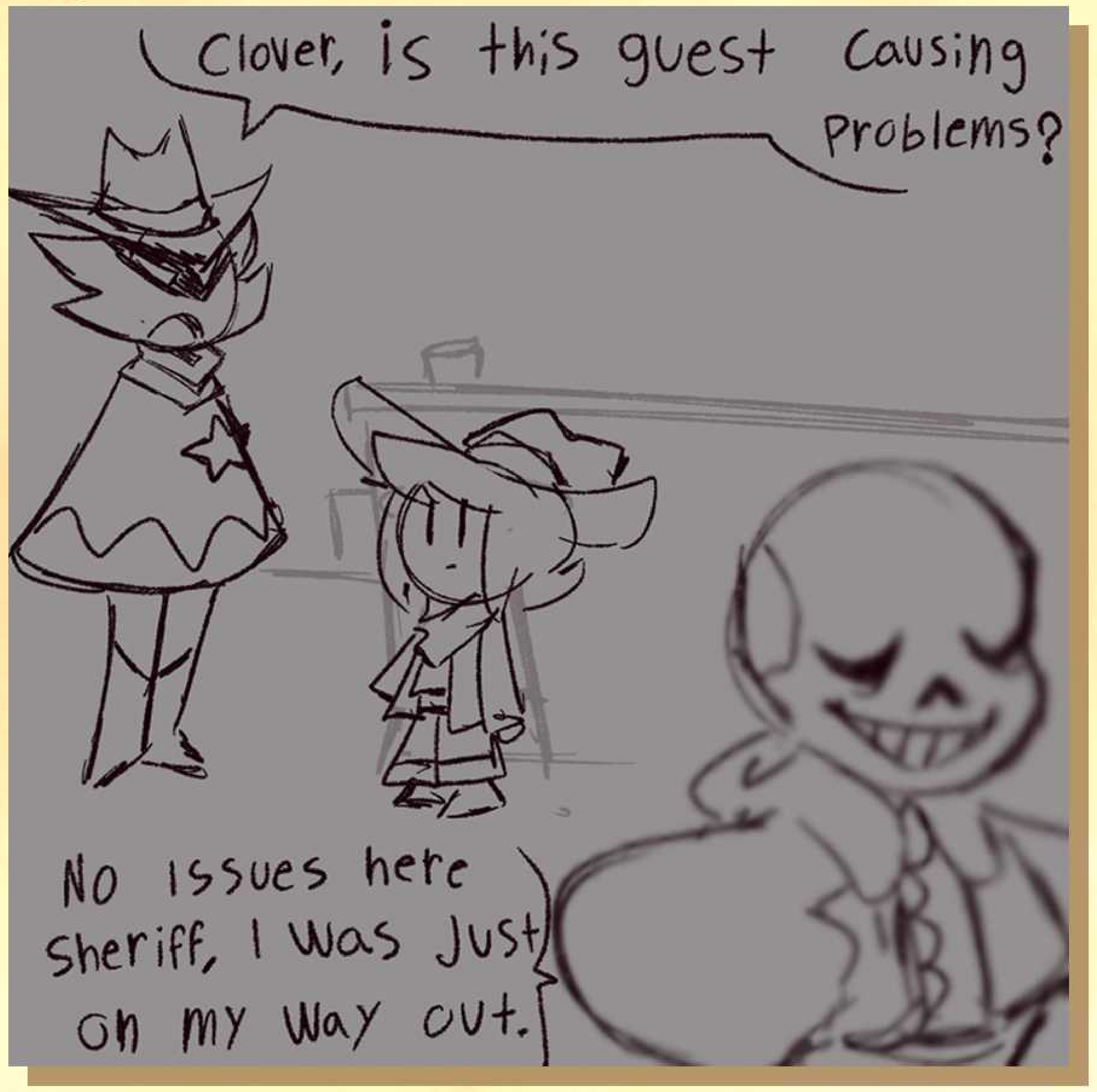

♫ WAKE UP - GRAB A BRUSH AND PUT A
LITTE MAKE UP♫ - HIDE THE SCARS
TO FADE AWAY THE SHAKE UP♫ WHY'D YO
LEAVE THE KEYS UPON THE TABLE

wake her up.png - 2020
Figburn

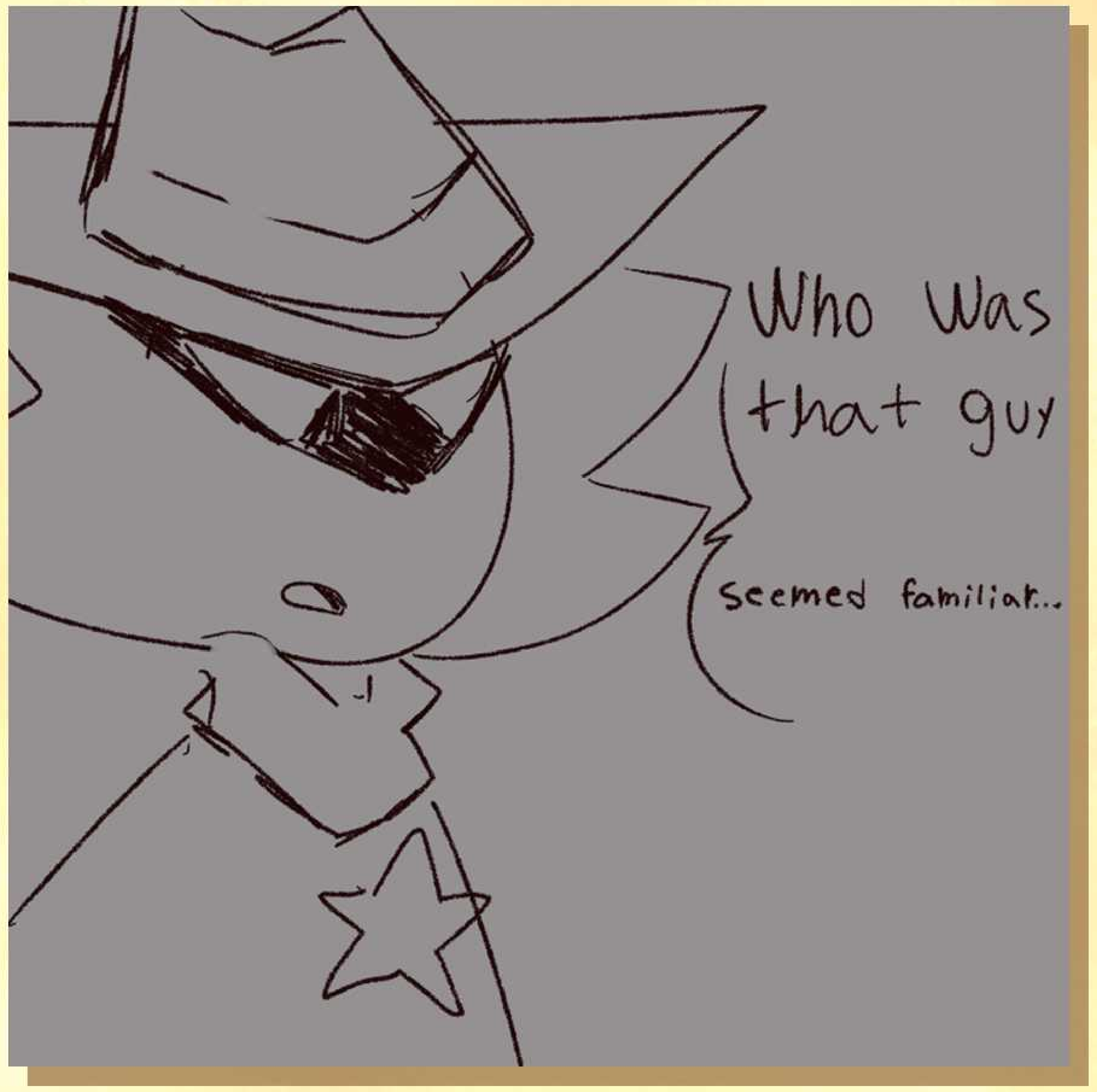
Wild East Sans 1.png - 2019
Figburn

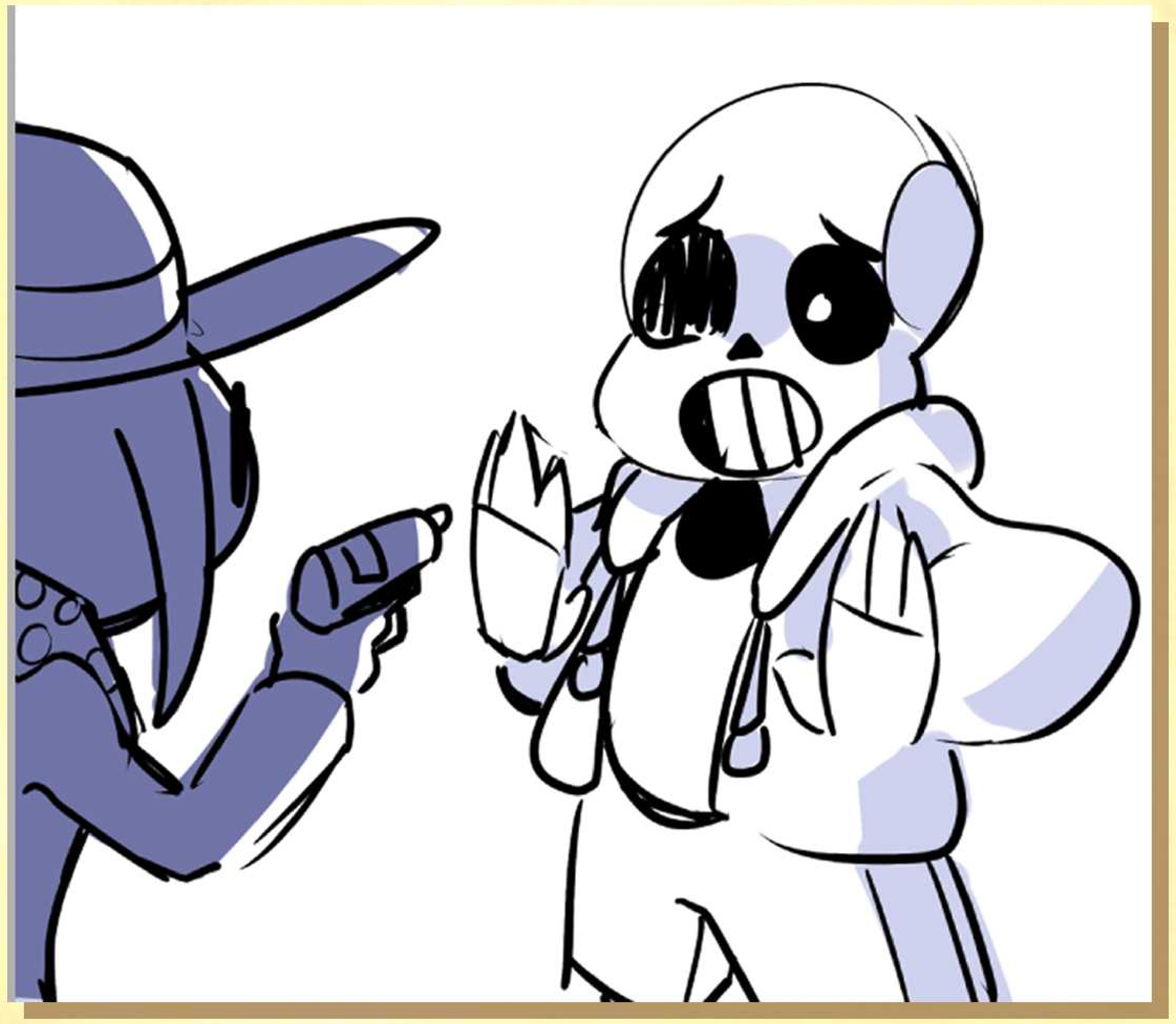

did i take your SPOT?
who are you?

Wild East Sans 2.png - 2019
Figburn

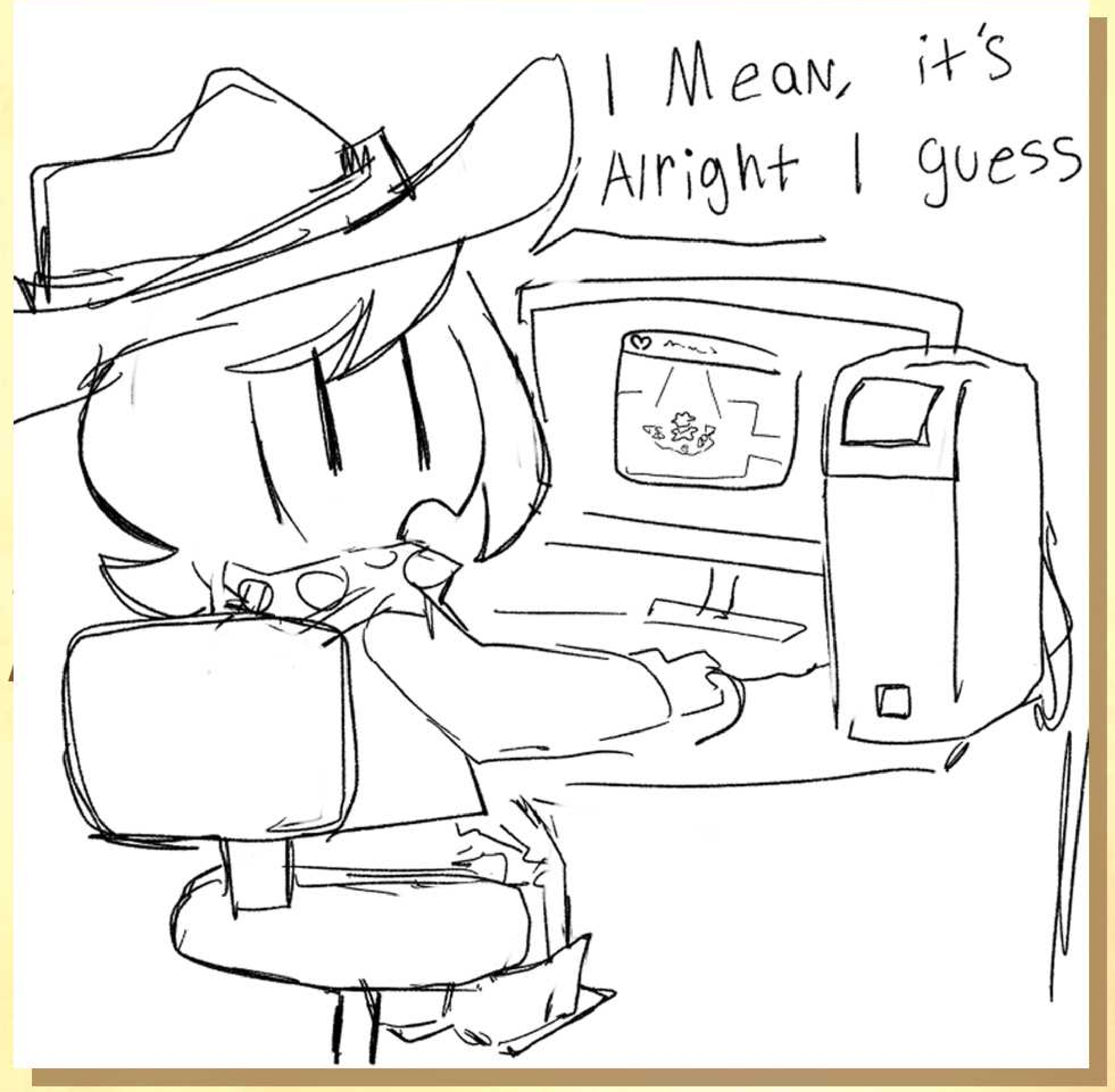

Clover, is this guest causing Problems?
No issues here Sheriff, I was Just on my way out.

Wild East Sans 3.png - 2019
Figburn


Who was that guy
Seemed familiar...

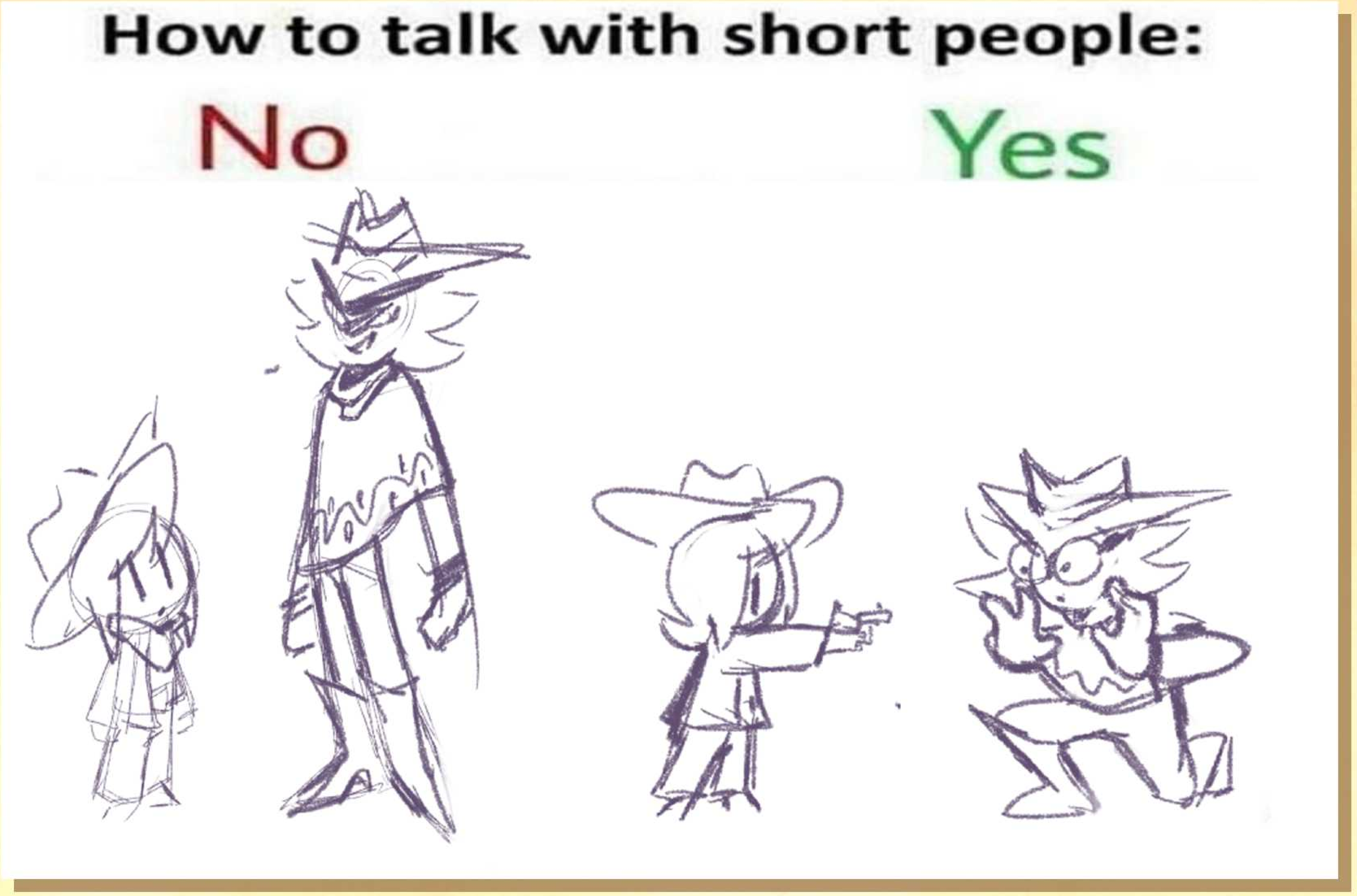


Clover Meets Sans 2.png - 2019
Figburn

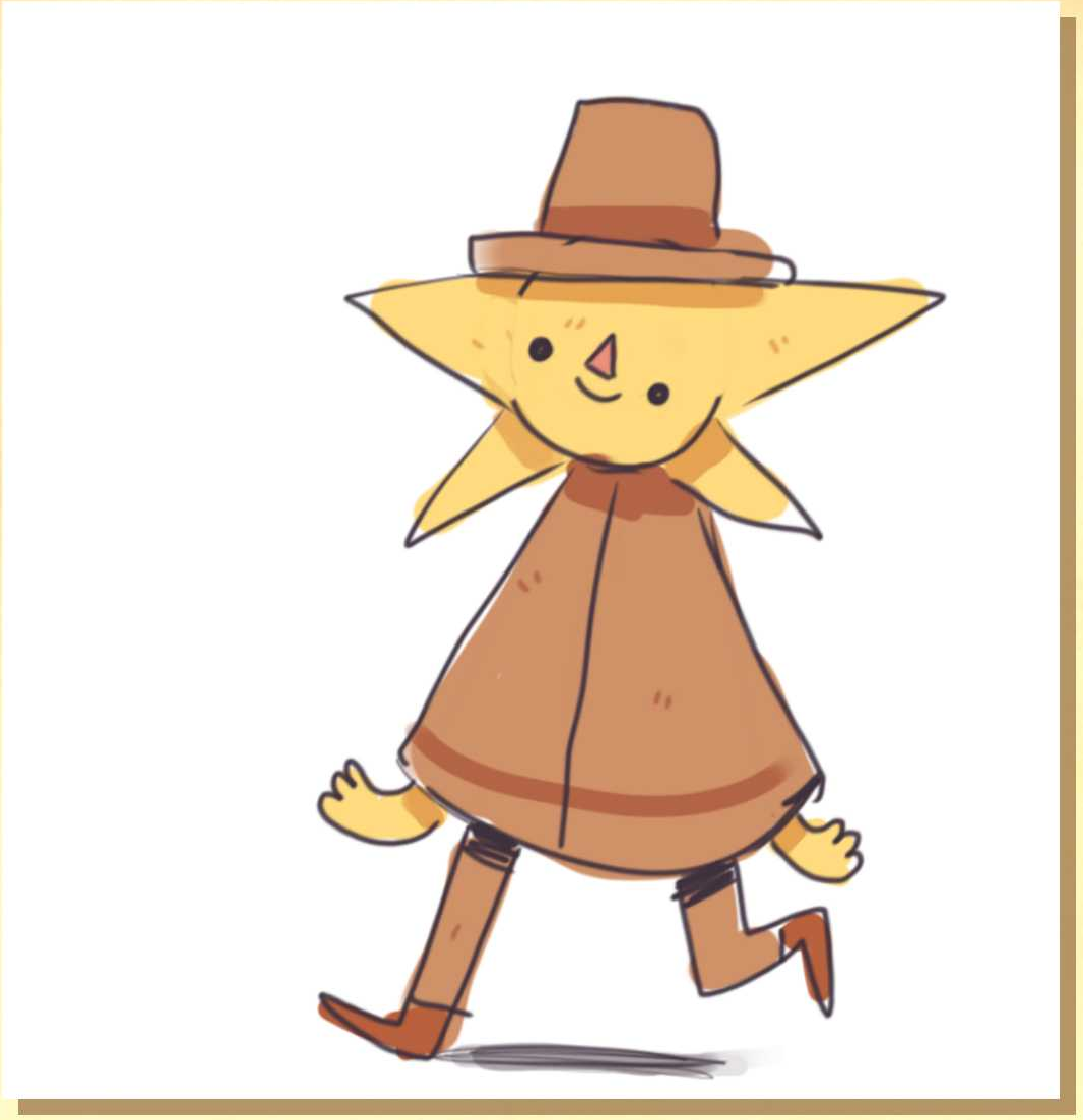

I Mean, it's Alright I guess

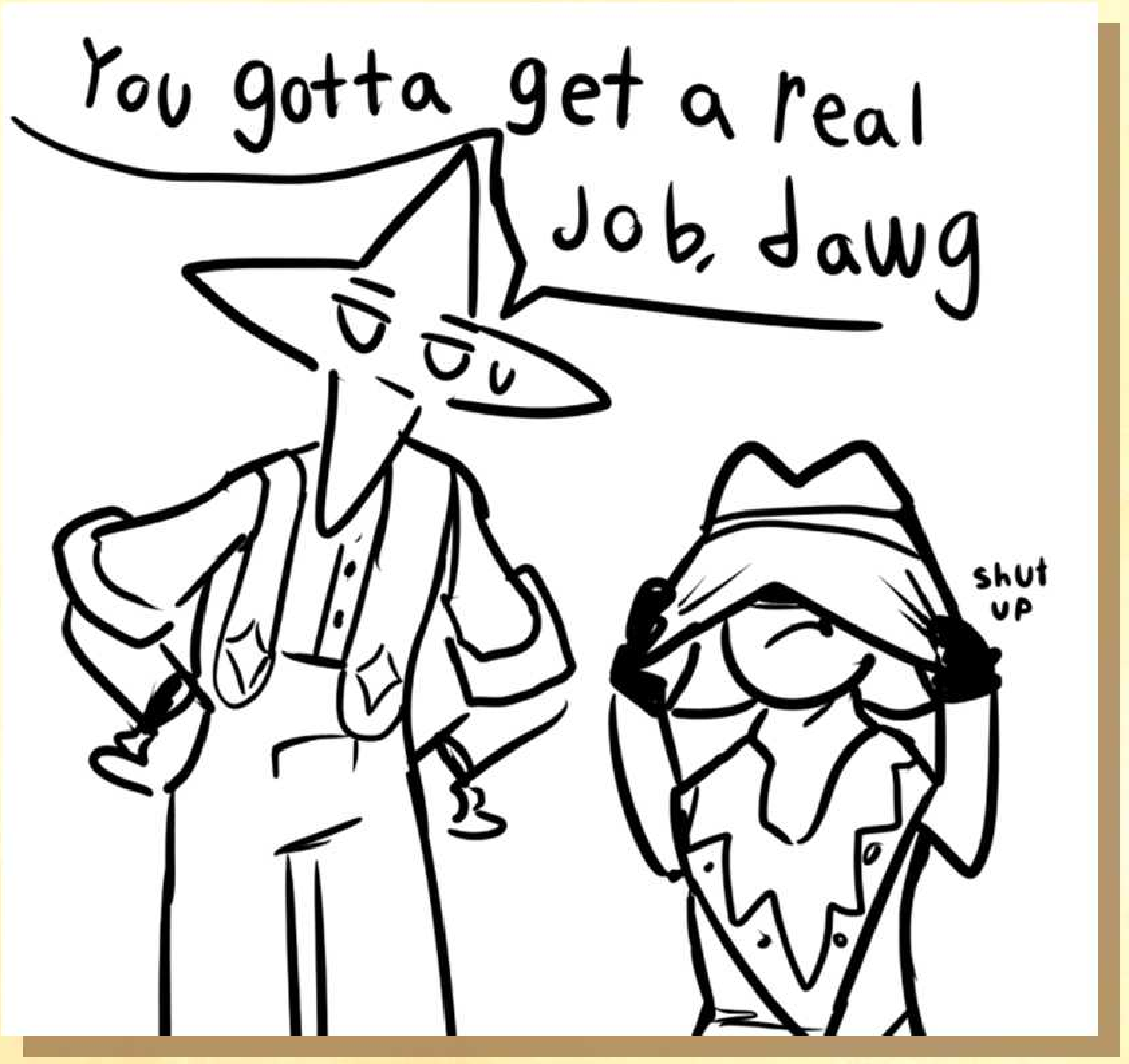
the review.png - 2022
Figburn

How to talk to short people.png - 2019
Figburn

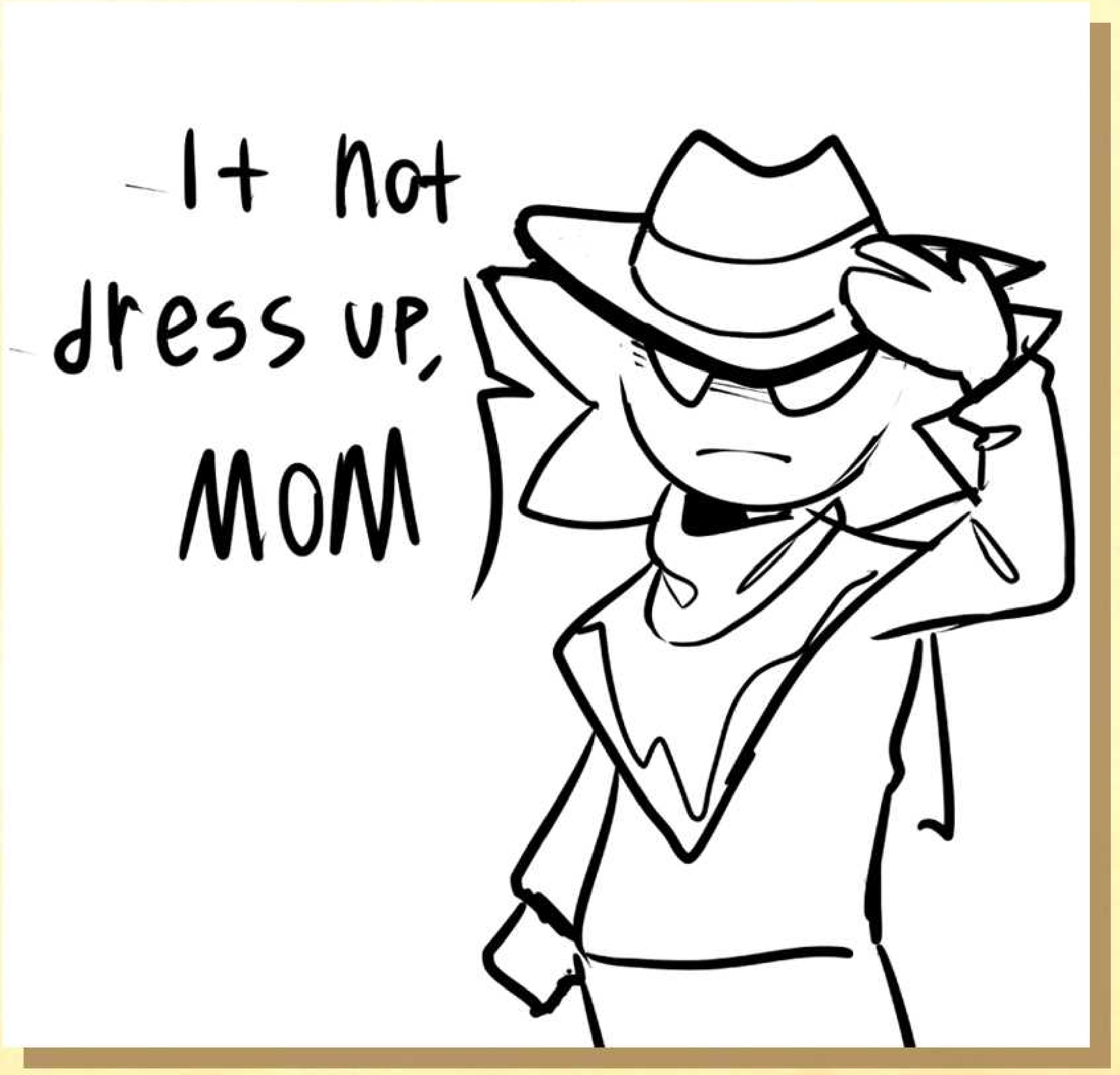

How to talk with short people:
No
Yes

starR.png - 2020
Gaziter

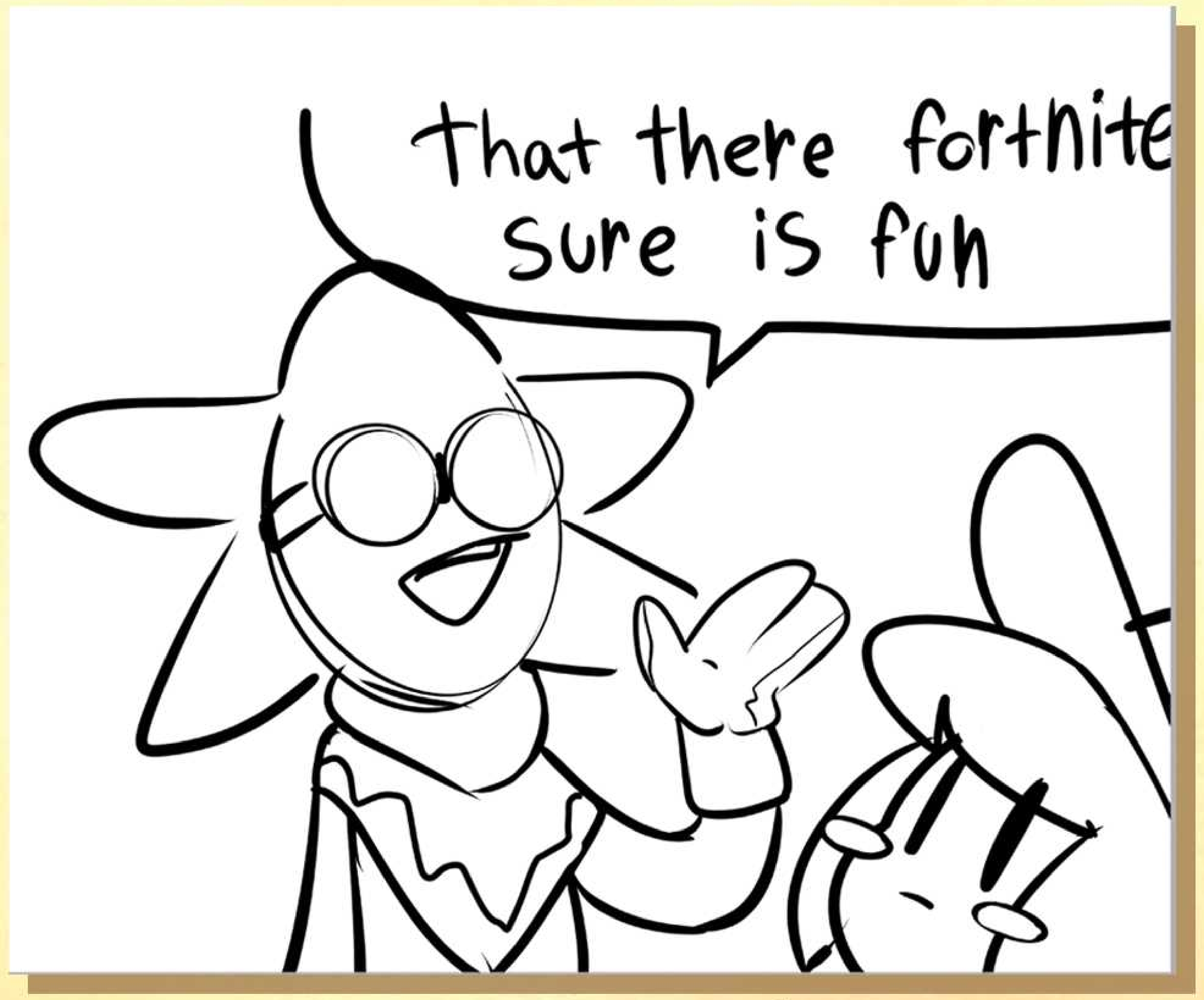



You gotta get a real job, dawg
shut up

Starlo Bullied.png - 2020
Figburn

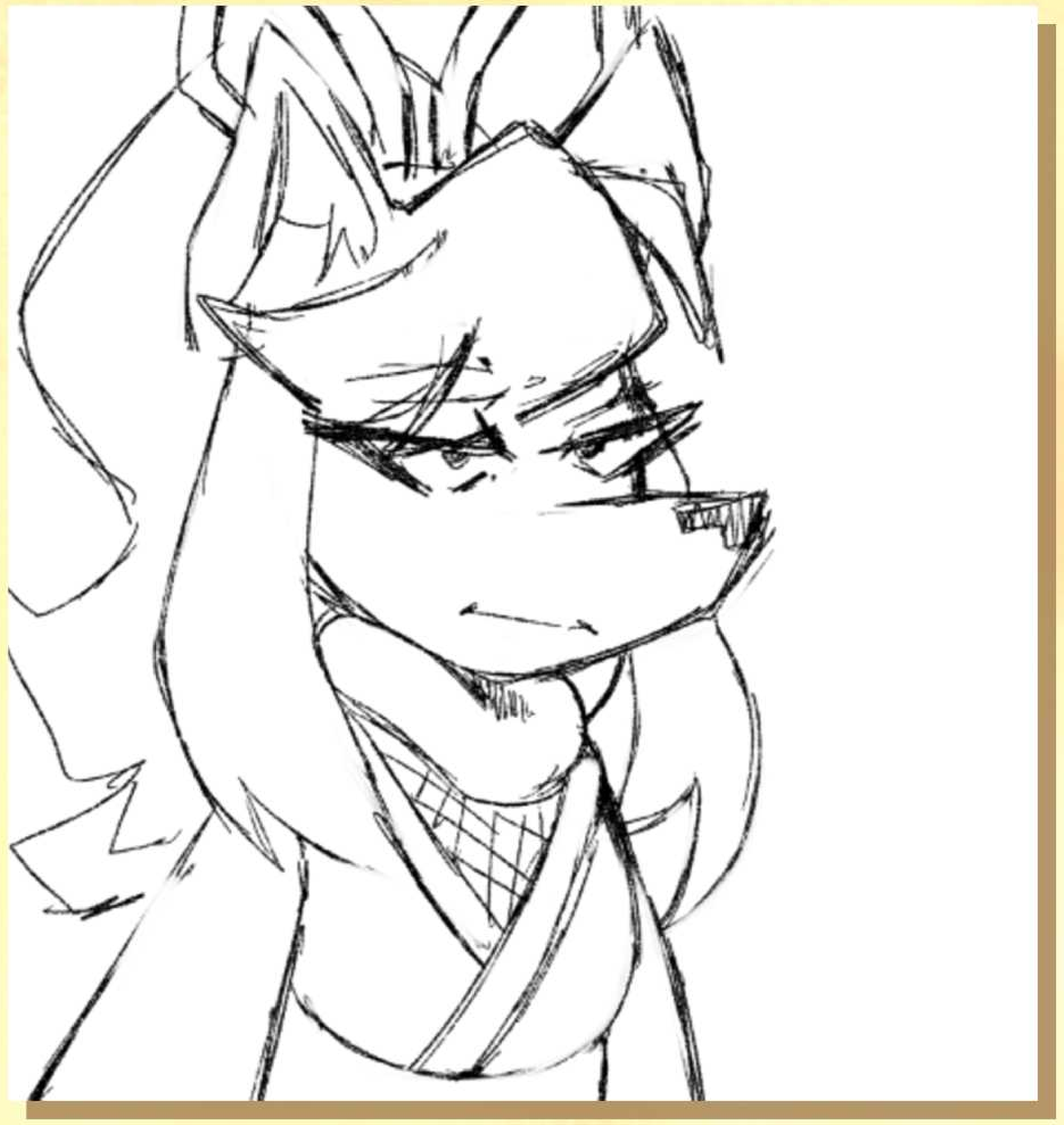

It not dress up, MOM

Starlo Yelling at his Mom.png - 2020
Figburn

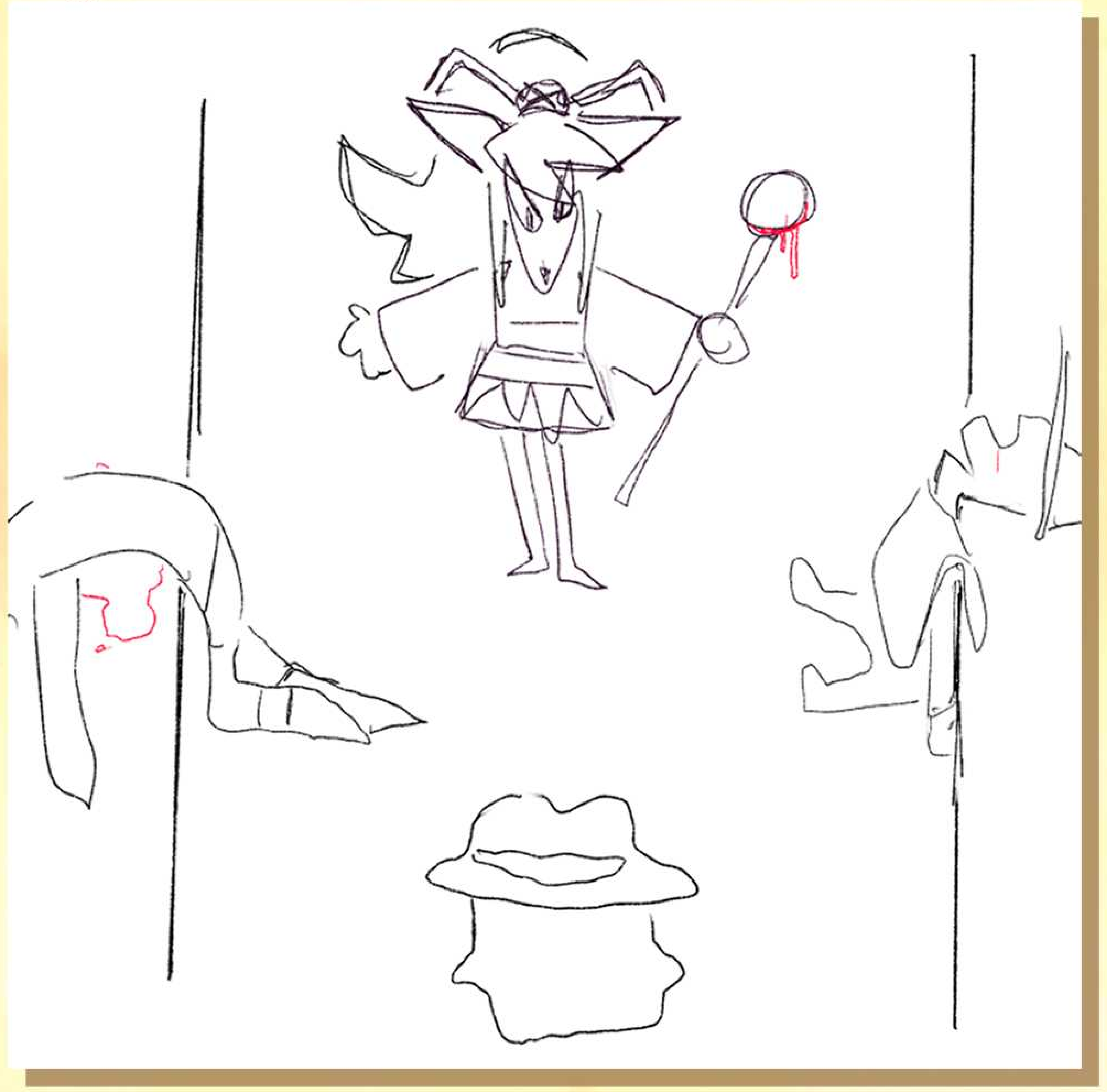

That there fortnite sure is fun

Starlo Plays Fortnite.png - 2020
Figburn

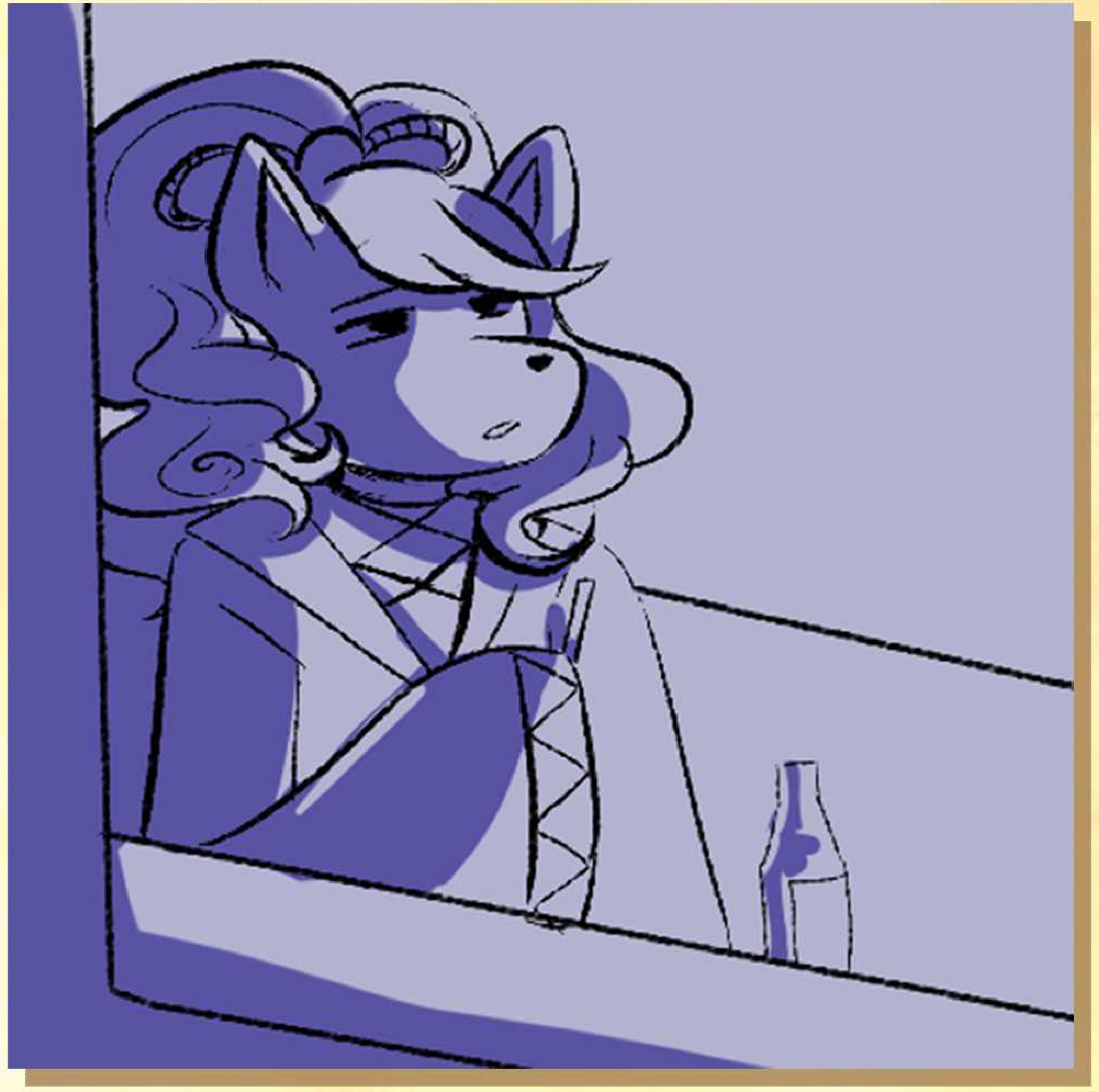
Ceroba Tired.png - 2020
Figburn

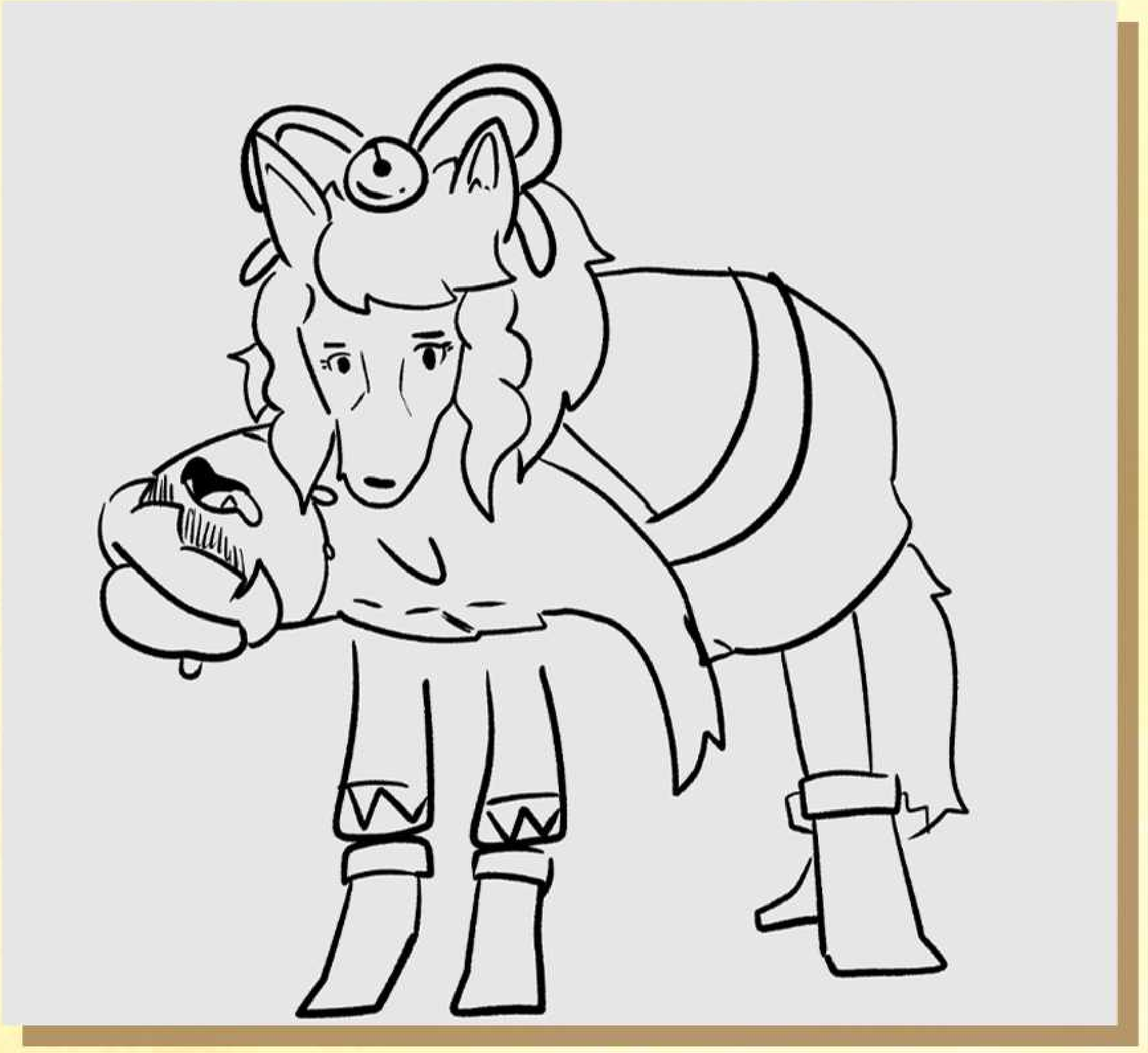


neck issue.png - 2022
Figburn

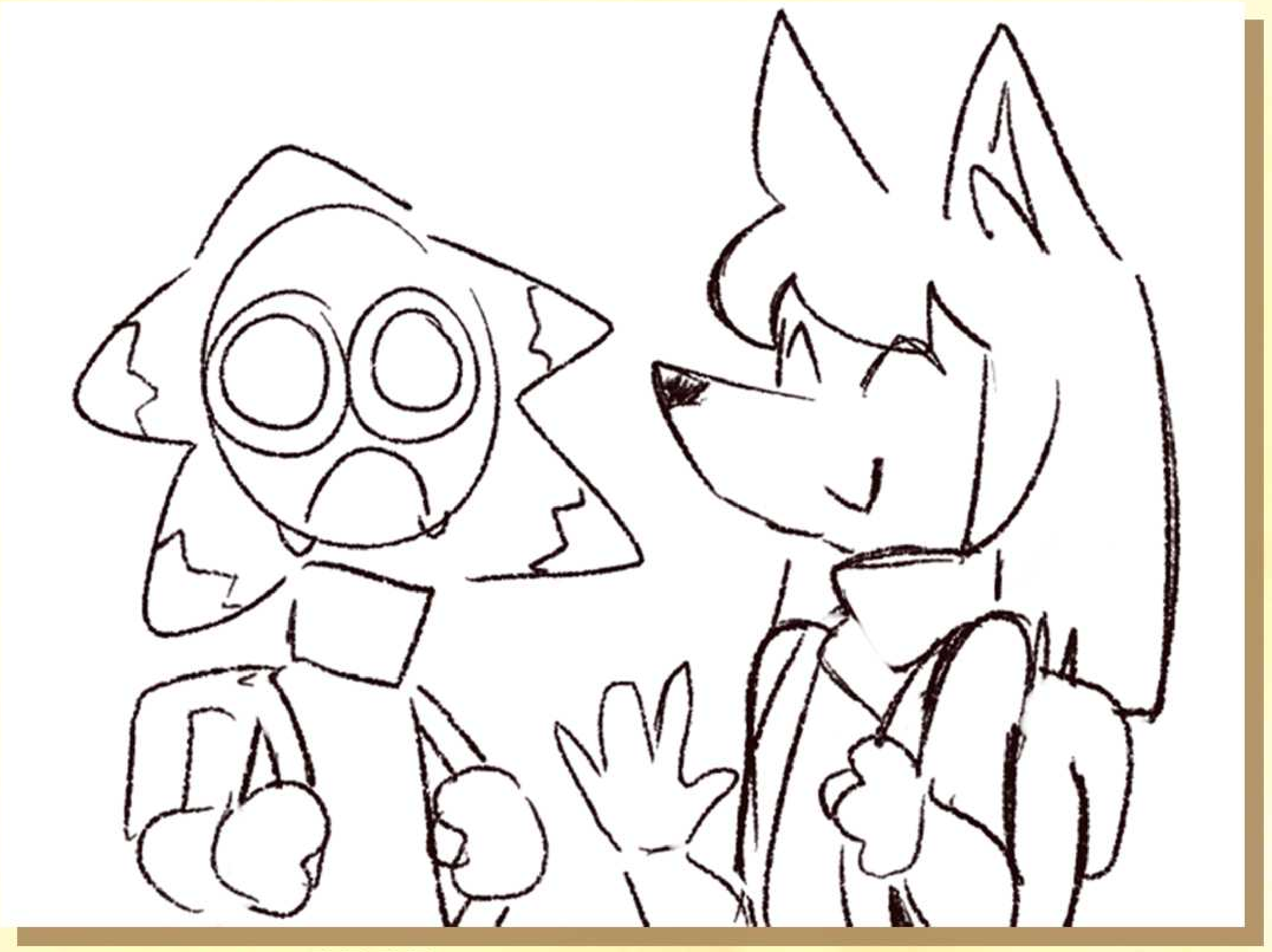


cero smok.png - 2018
TeleviQ

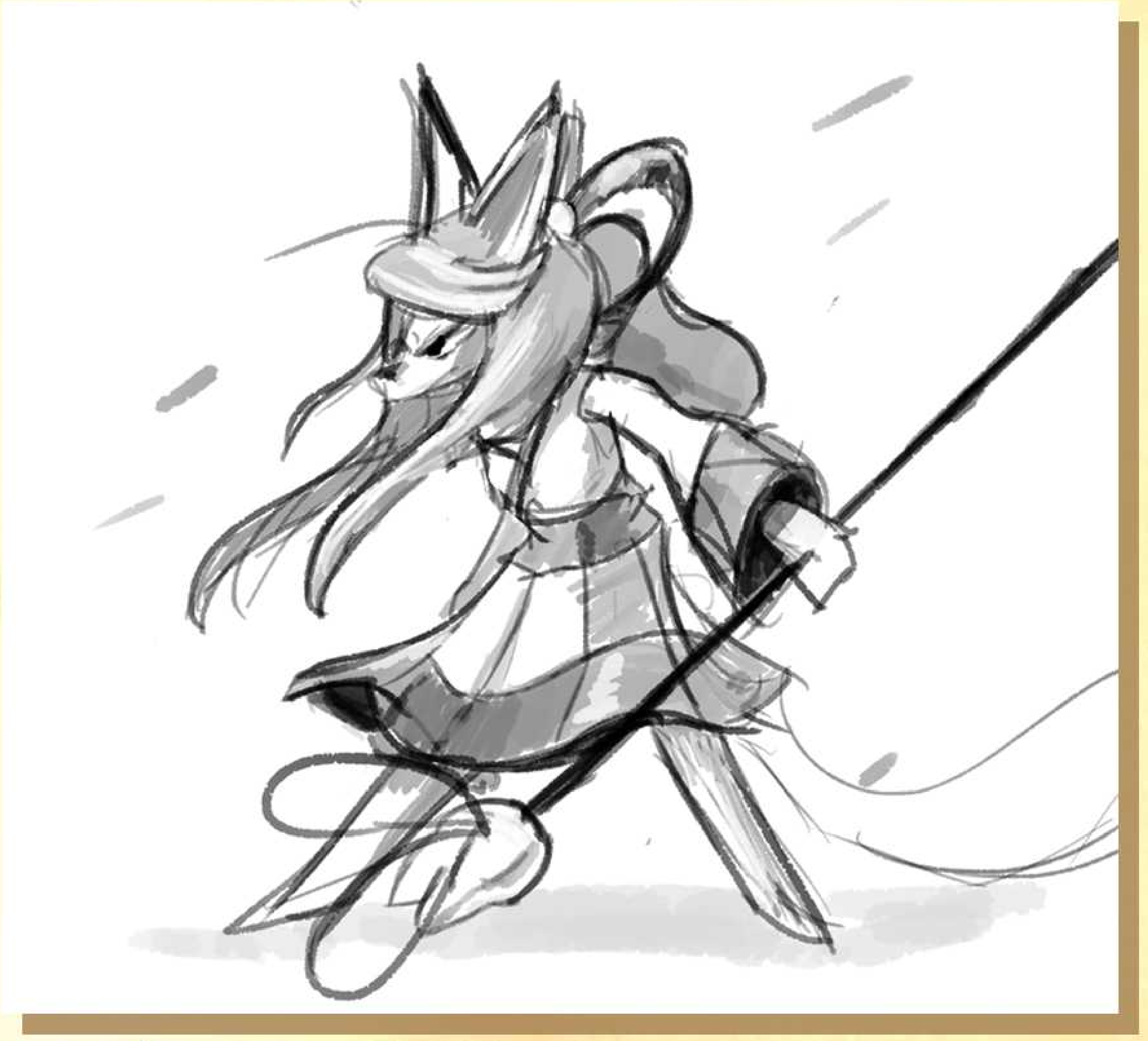




real roba.png - 2022
Deadkat

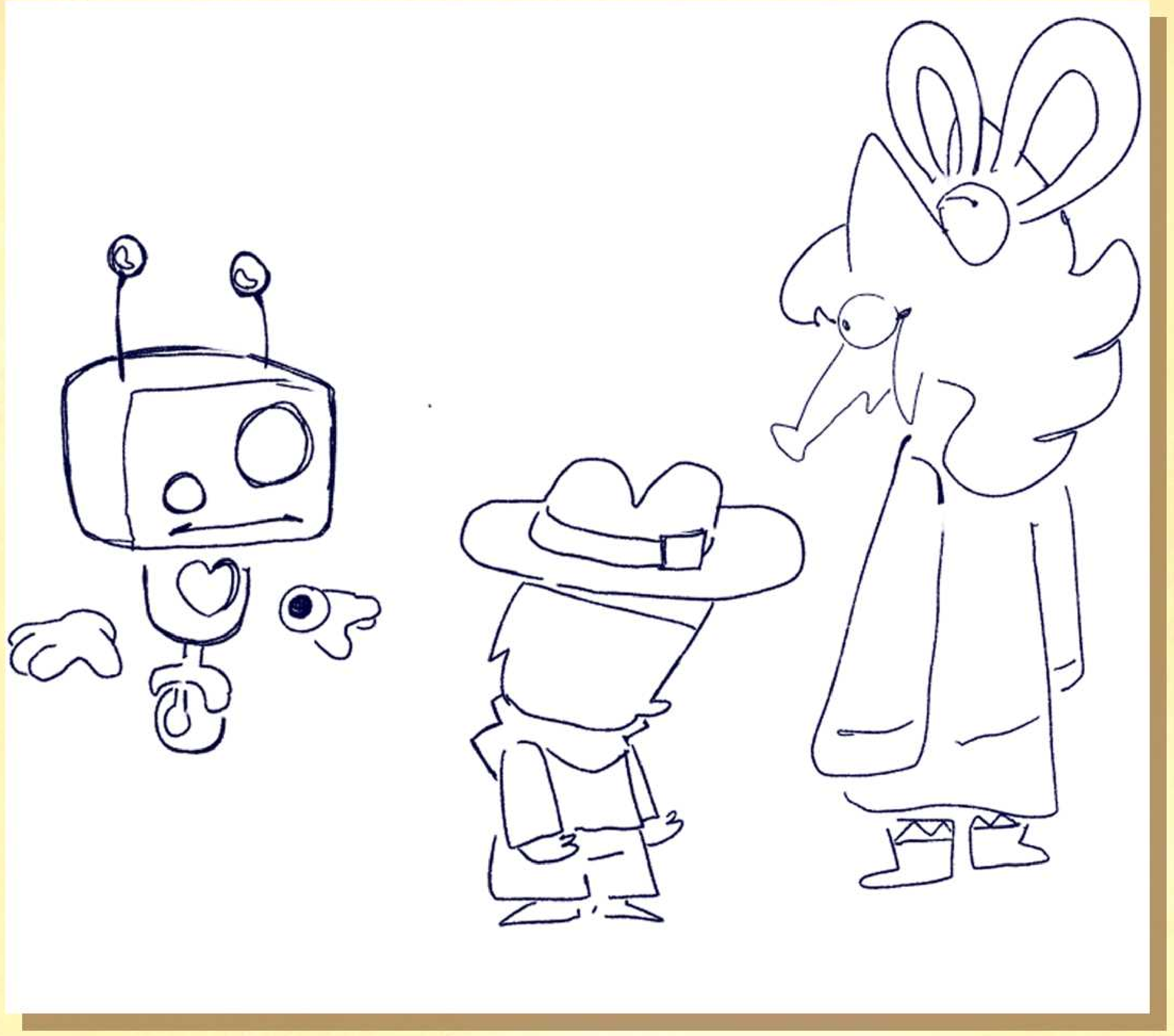


woop.png - 2022
Figburn

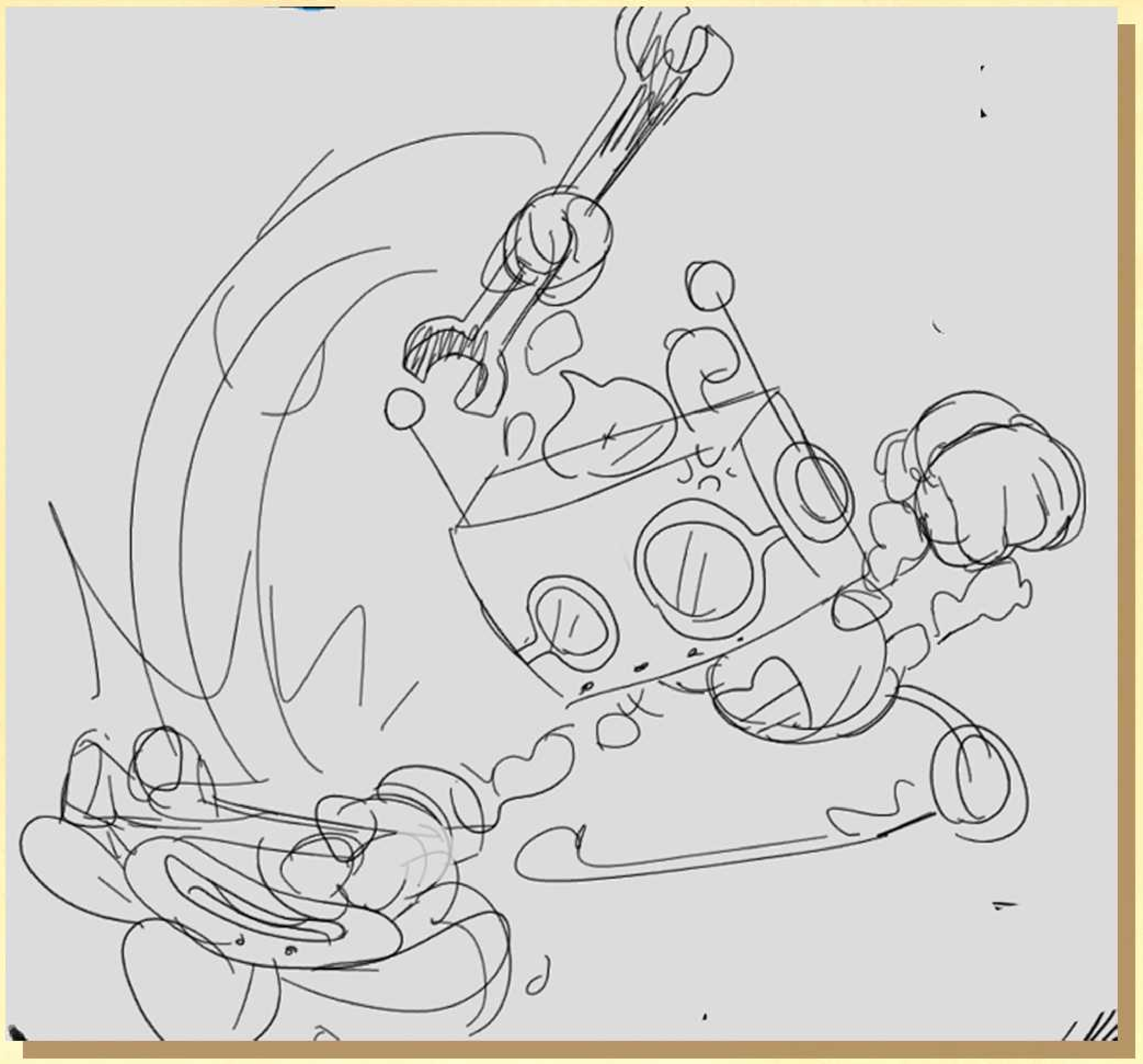


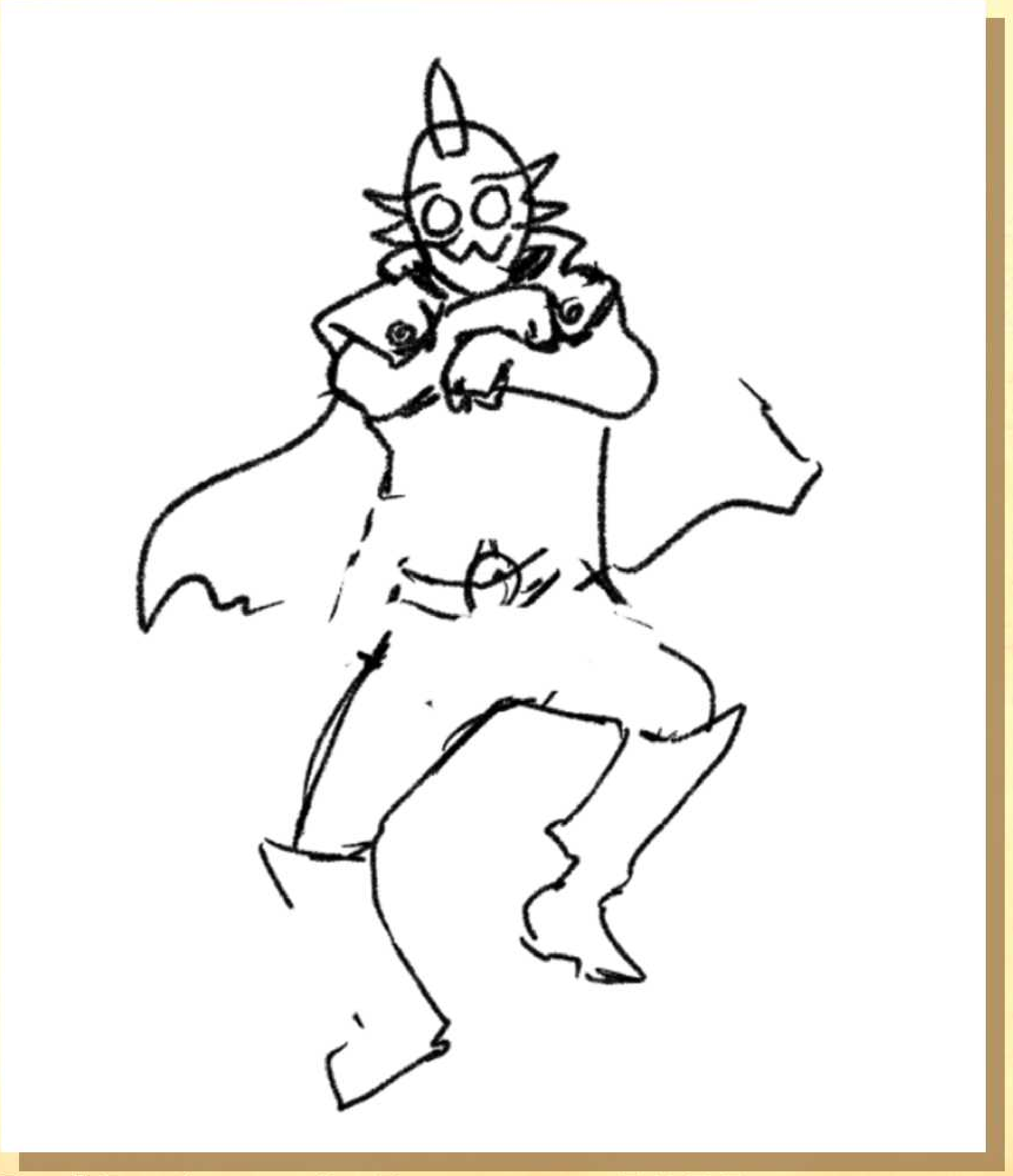
cerob.png - 2022
GlitchedPie

Real.png - 2020
Figburn

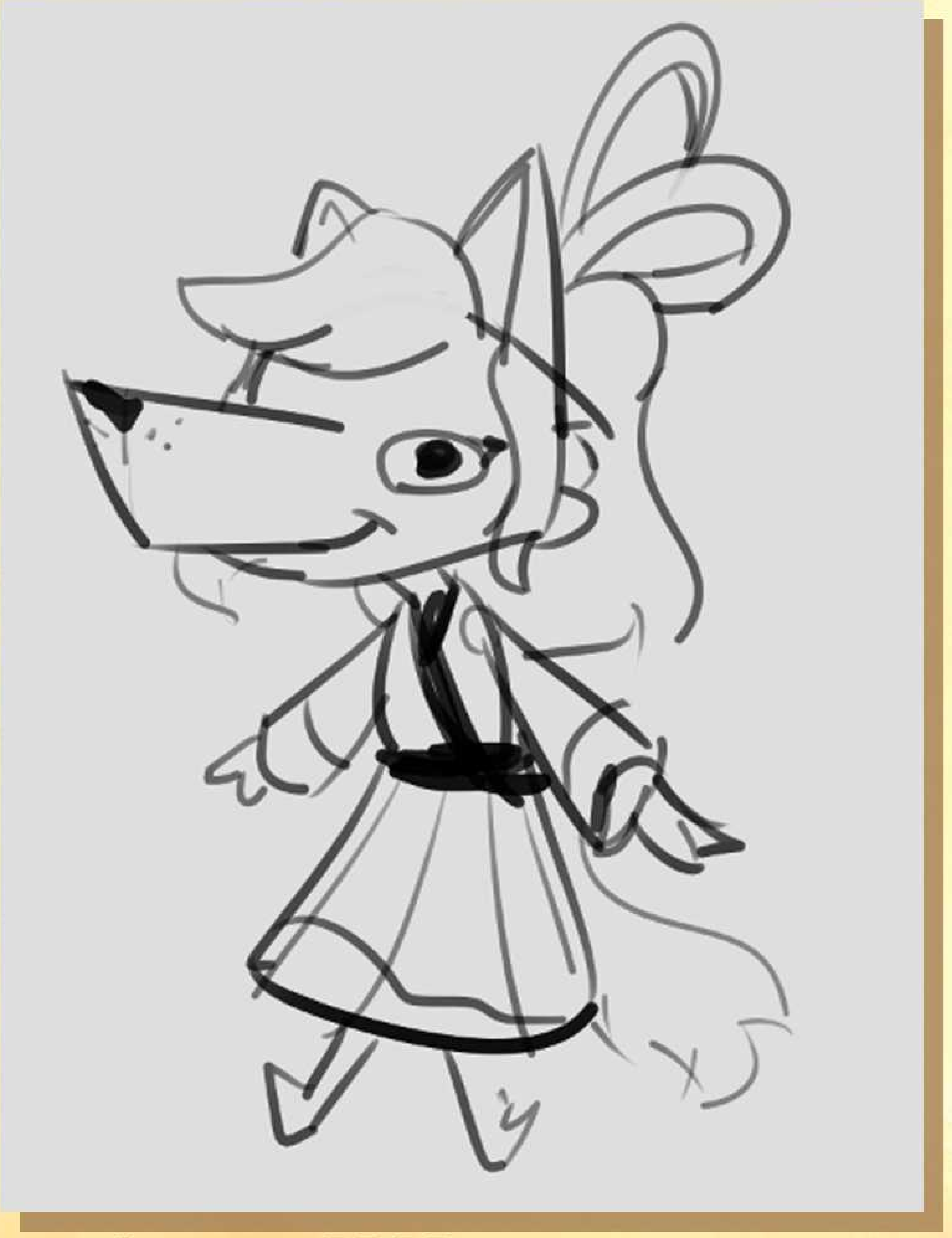


AxisVsFloweyDeathBattle.png - 2022
AeroArtwork

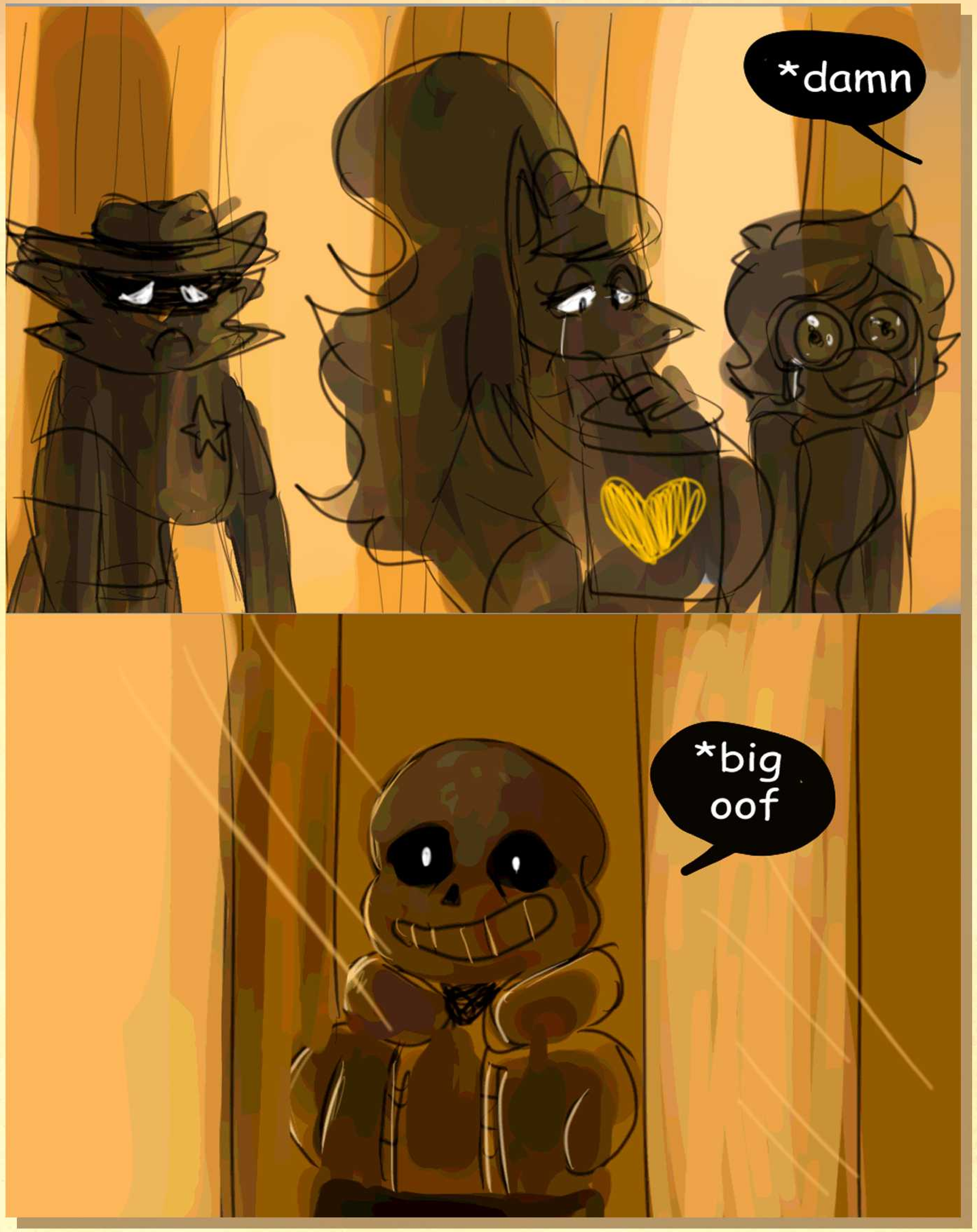




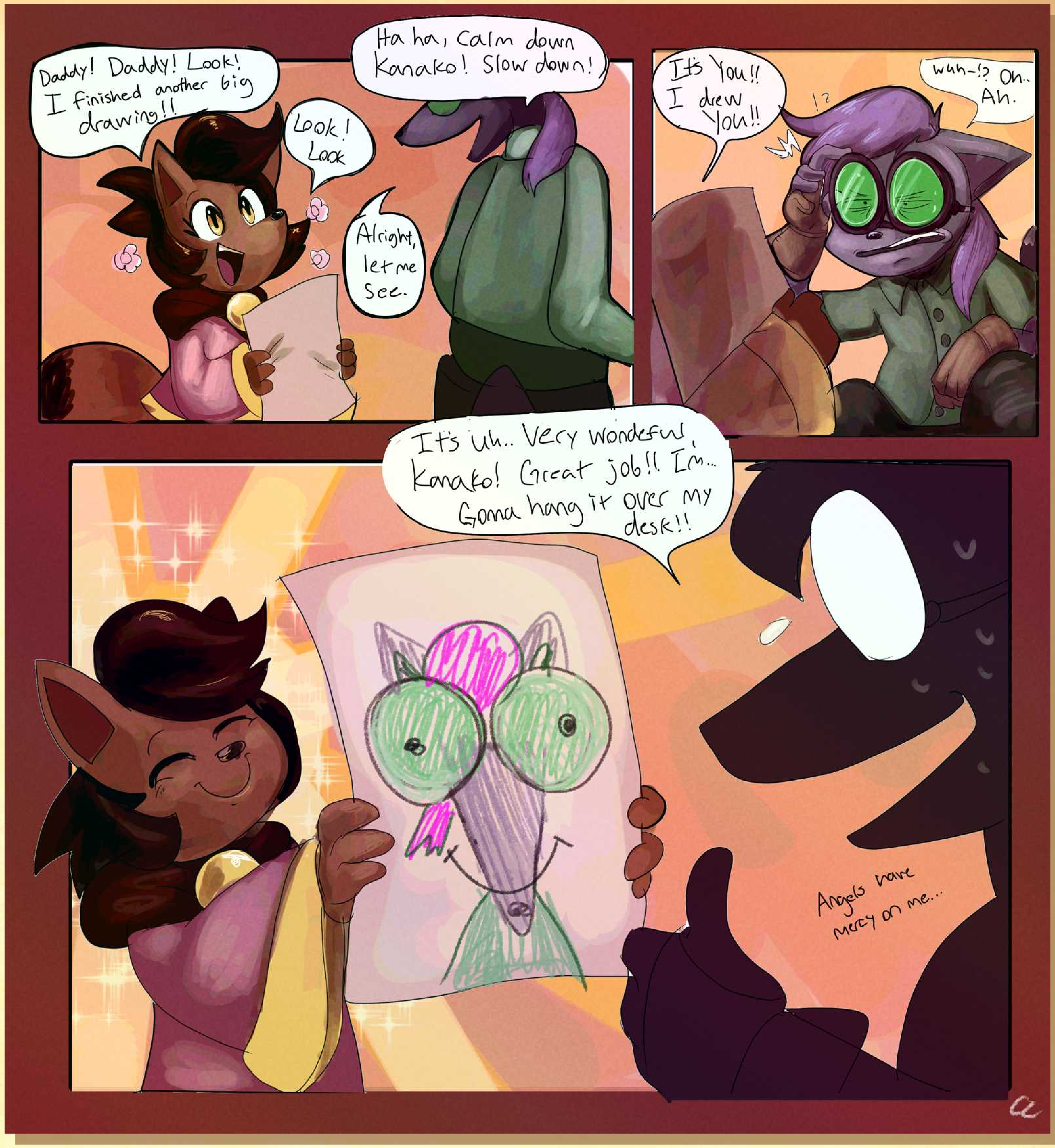
Bailador style.png - 2020
DeadKat



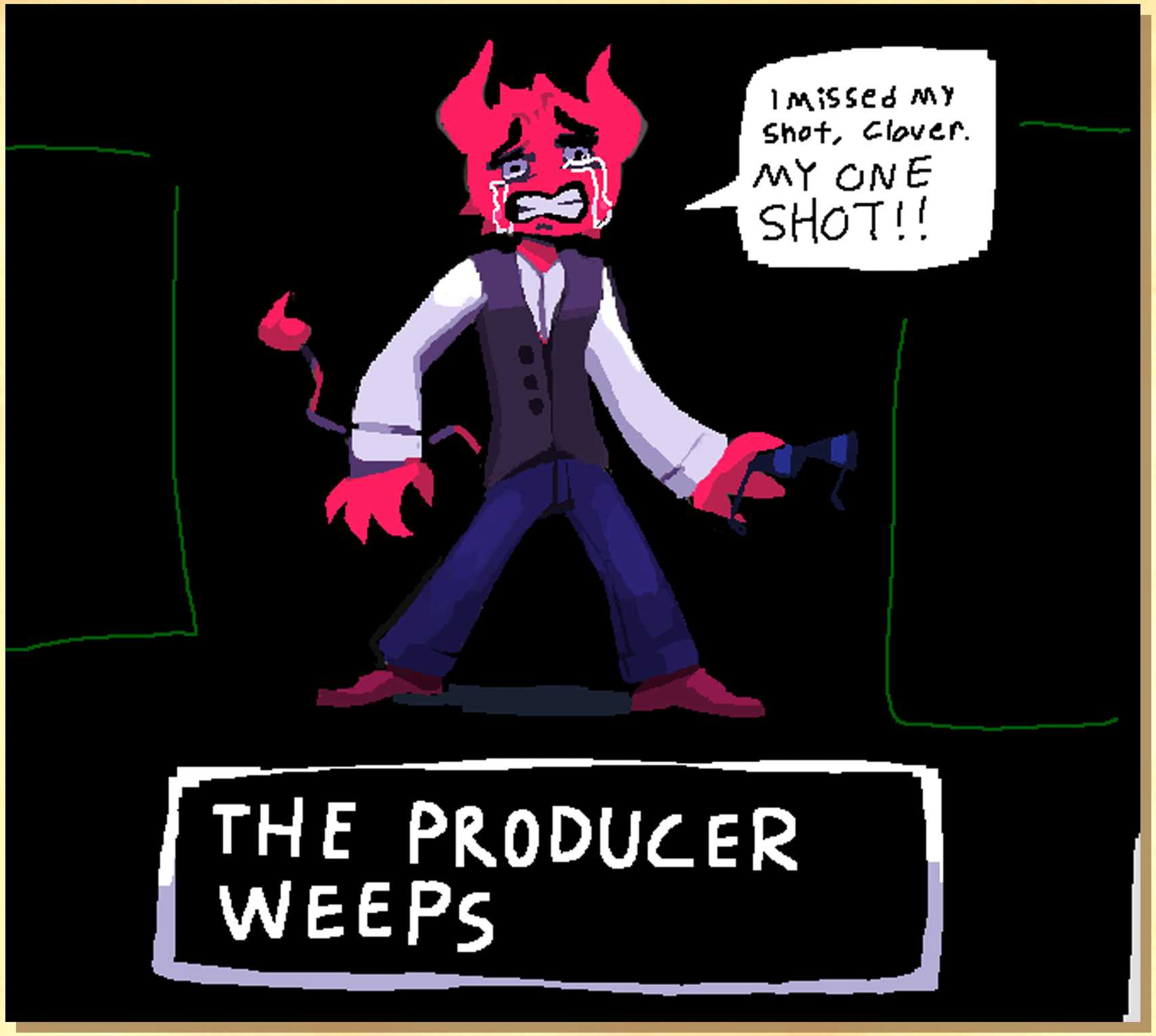
goof.png - 2020
GlitchedPie


*damn
*big oof

BigOof.png - 2022
AeroArtwork


Daddy! Daddy! Look! I finished another big drawing!!
Ha ha, calm down Kanako! Slow down!
Look! Look
Alright, let me see.
It's You!! I drew You!!
!?
wuh-!? Oh.. Ah.
It's uh.. Very wonderful Kanako! Great job!! I'm... Gona hang it over my desk!!
Angels have mercy on me...

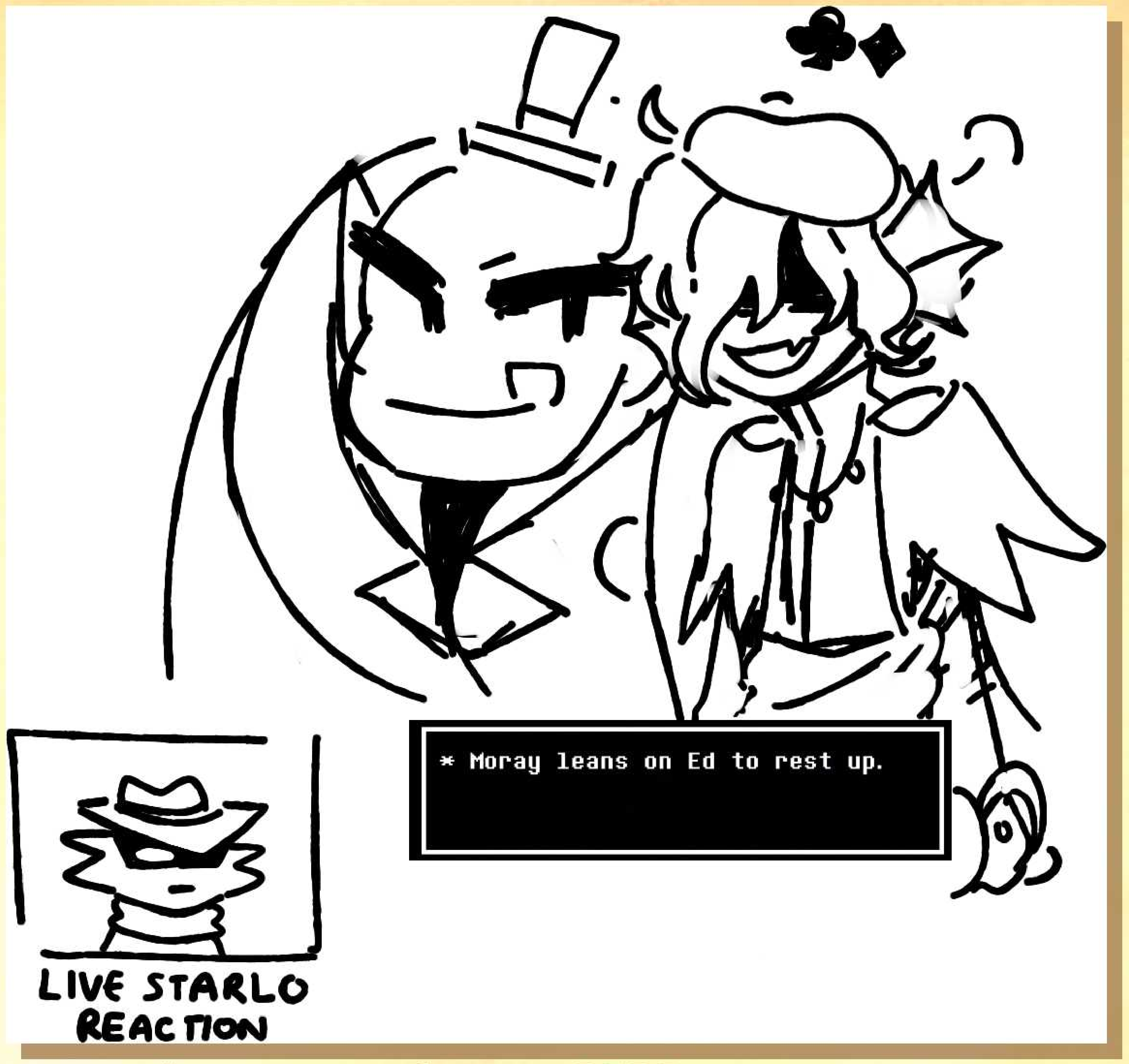
kanakomic.png - 2022
AeroArtwork
Depsite the various drawings in her room and the mask, I wish we could have shown more of Kanako's artsy side. Fun fact, this Chujin drawing is actually hidden somewhere in the game!
- Aero


I missed my shot, Clover. MY ONE SHOT!!
THE PRODUCER WEEPS

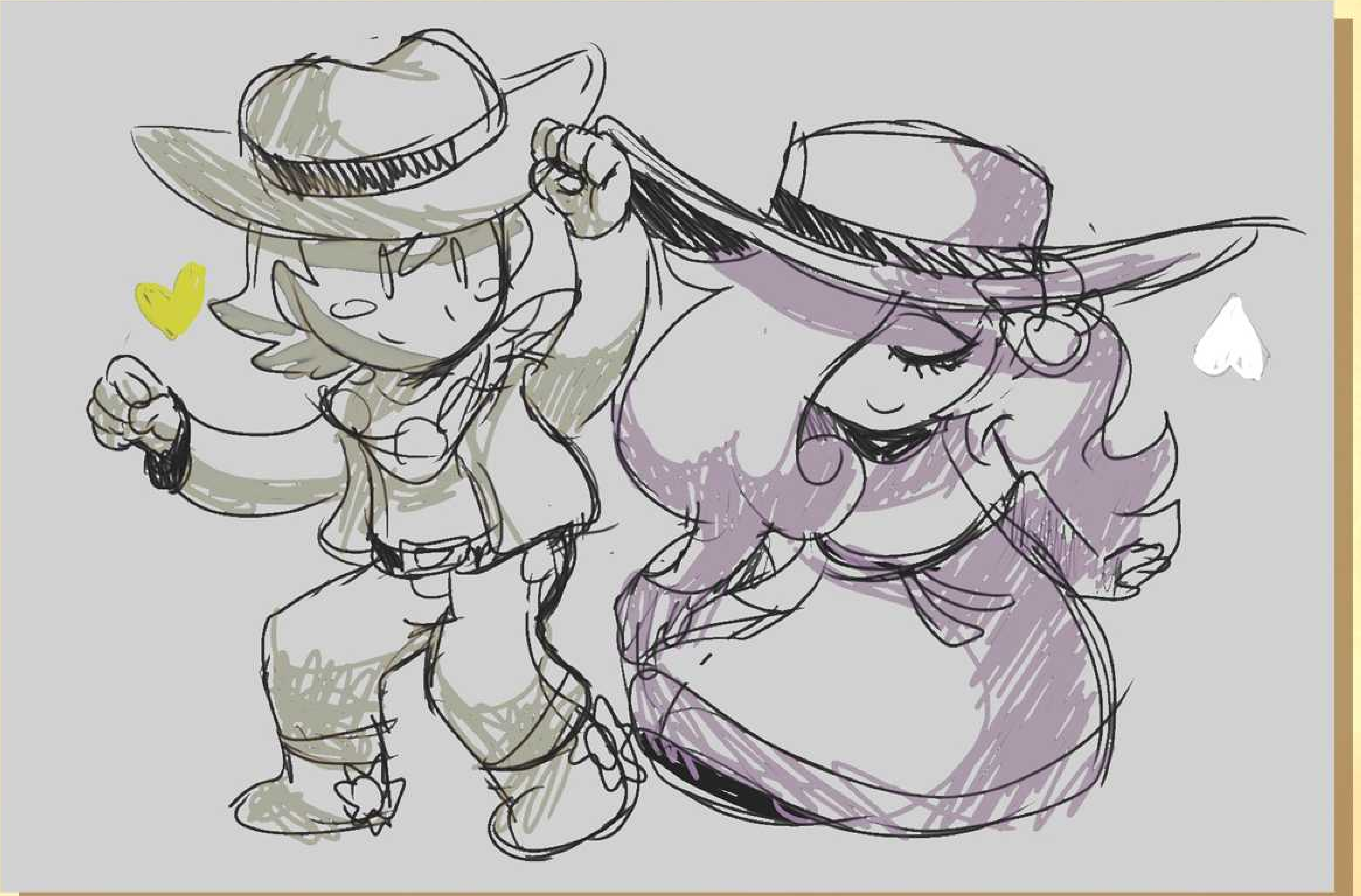
the producer weeps.png - 2021
Figburn

Surely one day he'll get his big break.

- Fig

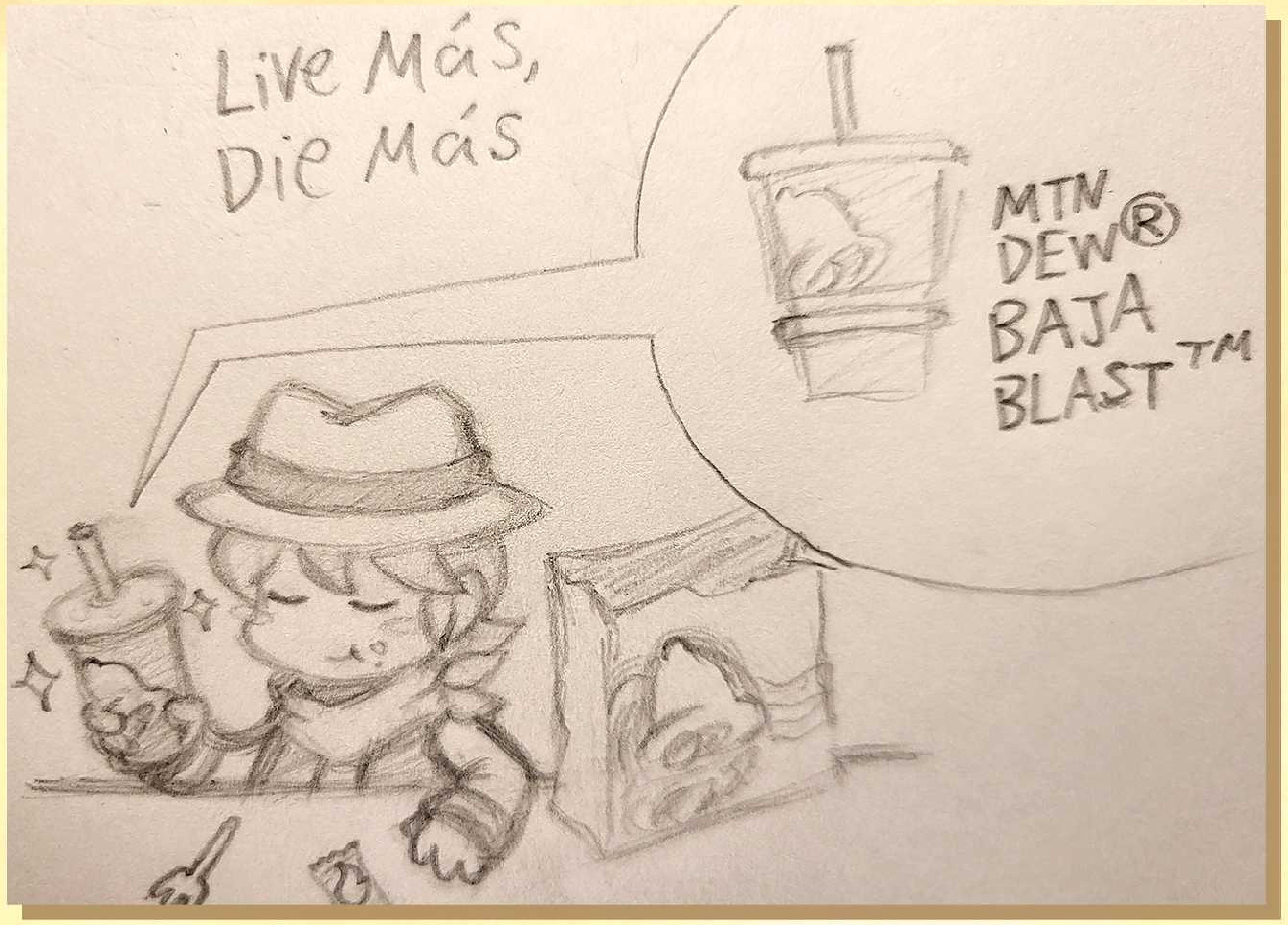

* Moray leans on Ed to rest up.
LIVE STARLO REACTION

moray leans on ed.png - 2022
TeleviQ

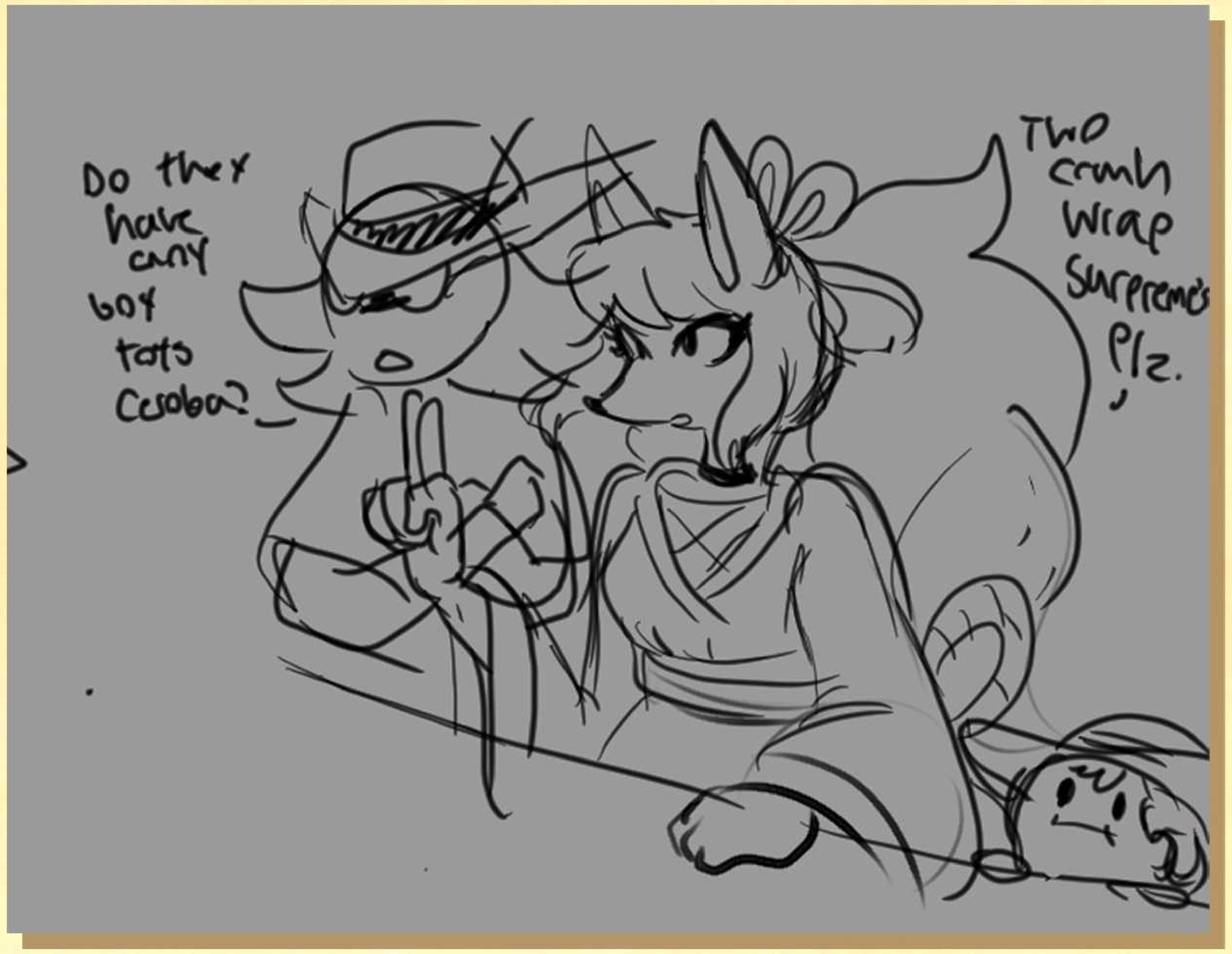


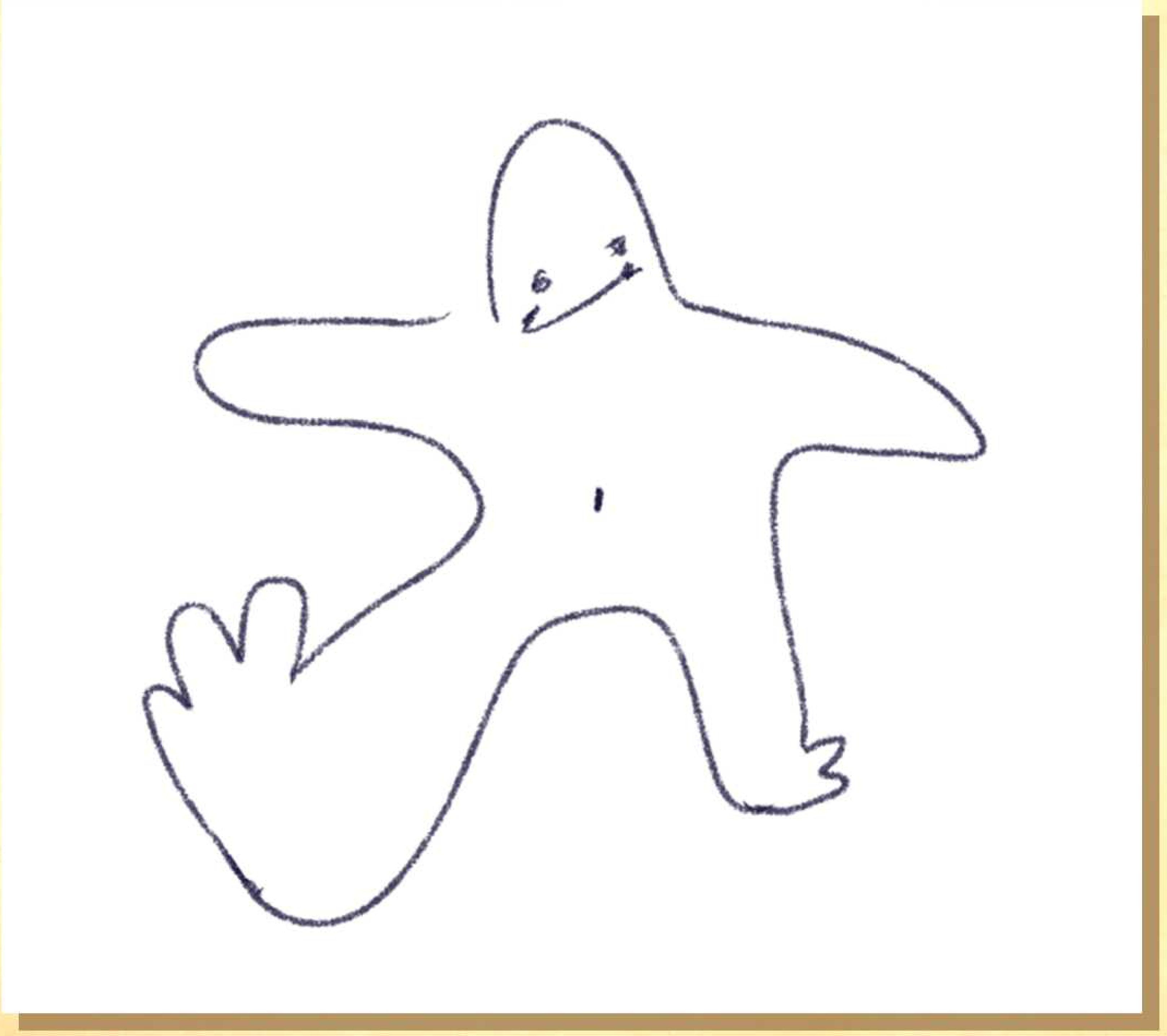
Care for a dance?.png - 2023
AeroArtwork

last meal.png - 2023
InkuNoodle

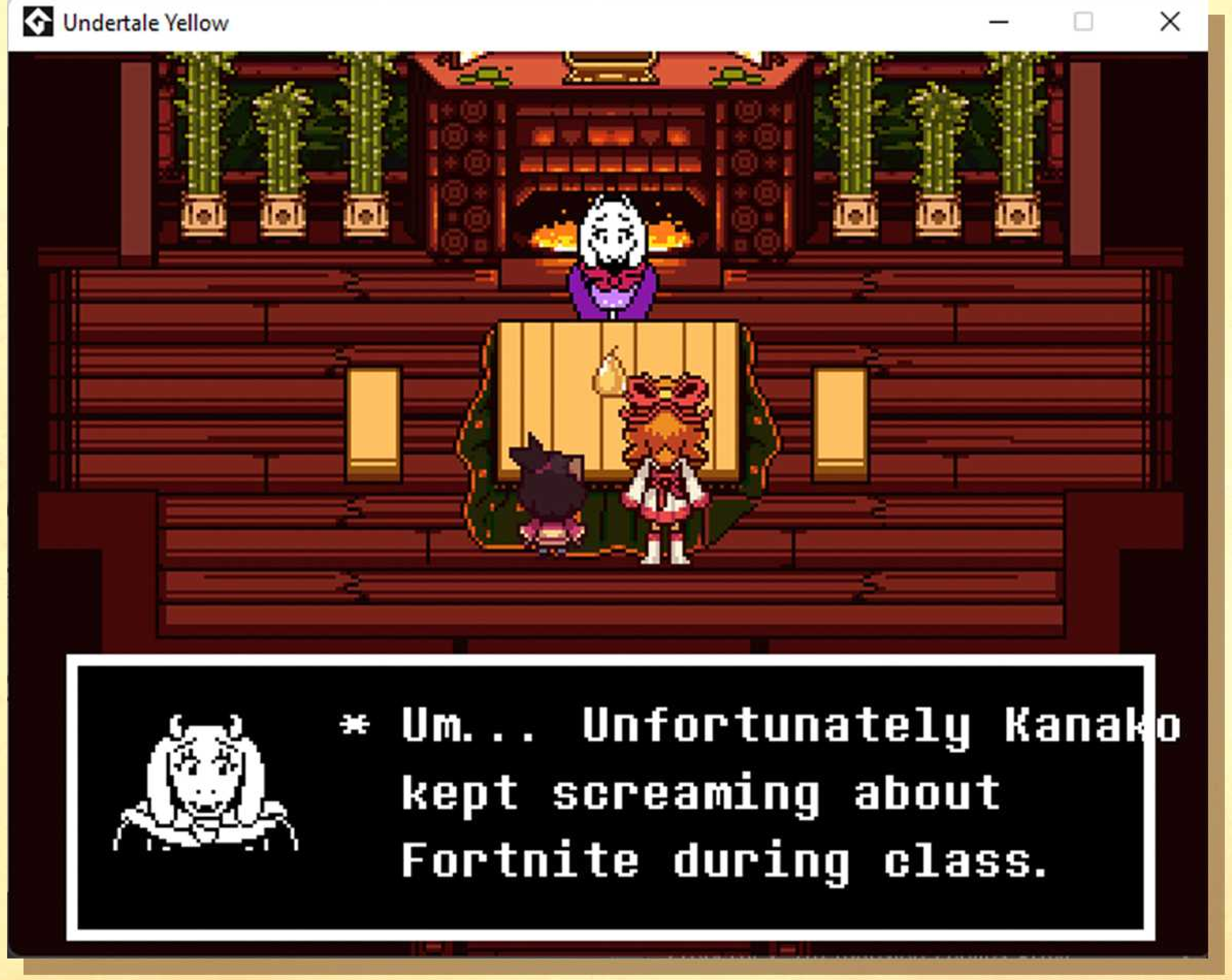

Live Más,
Die Más
MTN
DEW®
BAJA
BLAST™

FamilyBonding.png - 2021
AeroArtwork


Do they have any boy tots Ceroba?
Two crunch wrap supremes plz.



Npc idea 1.png - 2023
Figburn

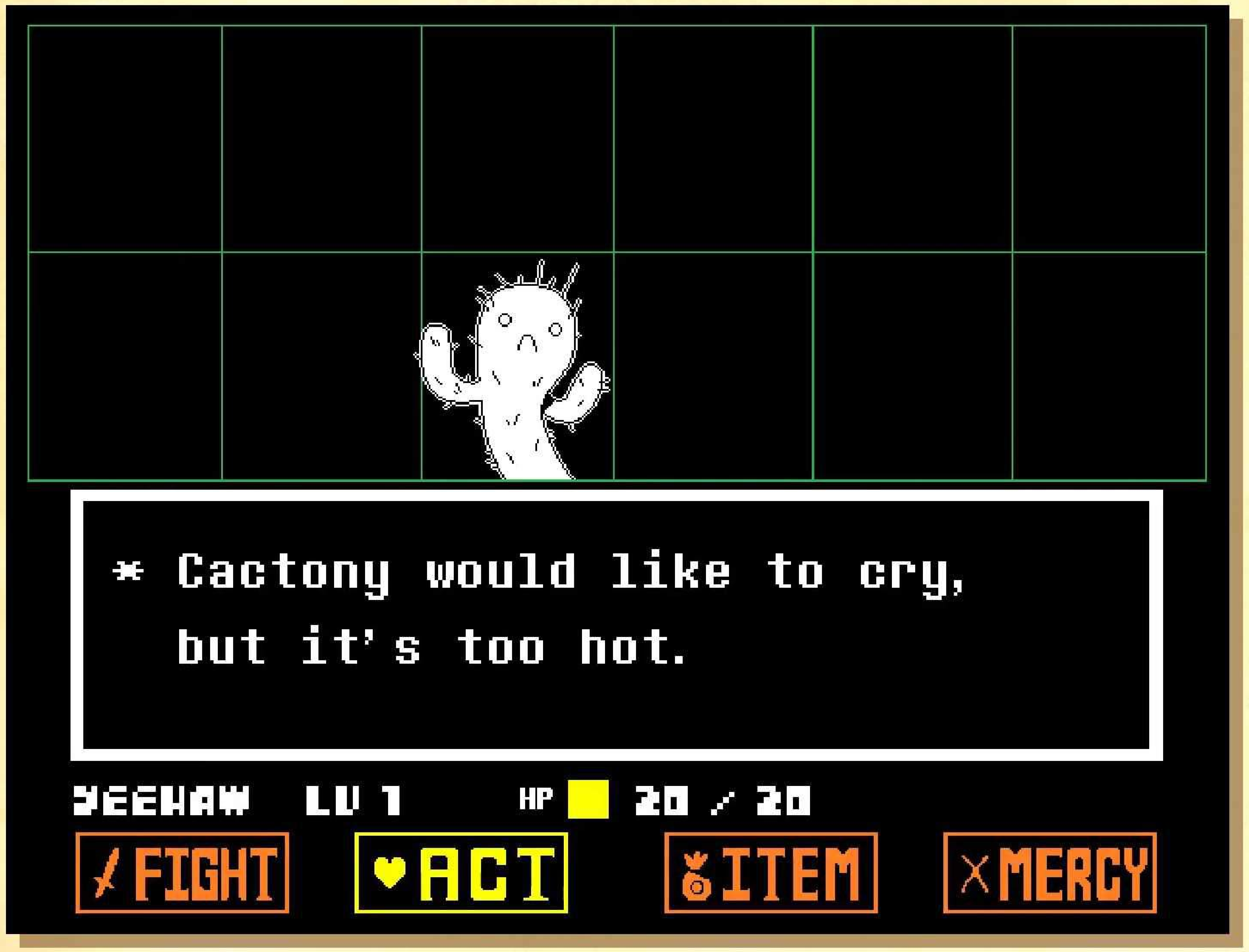

Undertale Yellow

* Um... Unfortunately Kanako kept screaming about Fortnite during class.

Grounded.png - 2023
Spasco

UI & CUTSCENES

UI



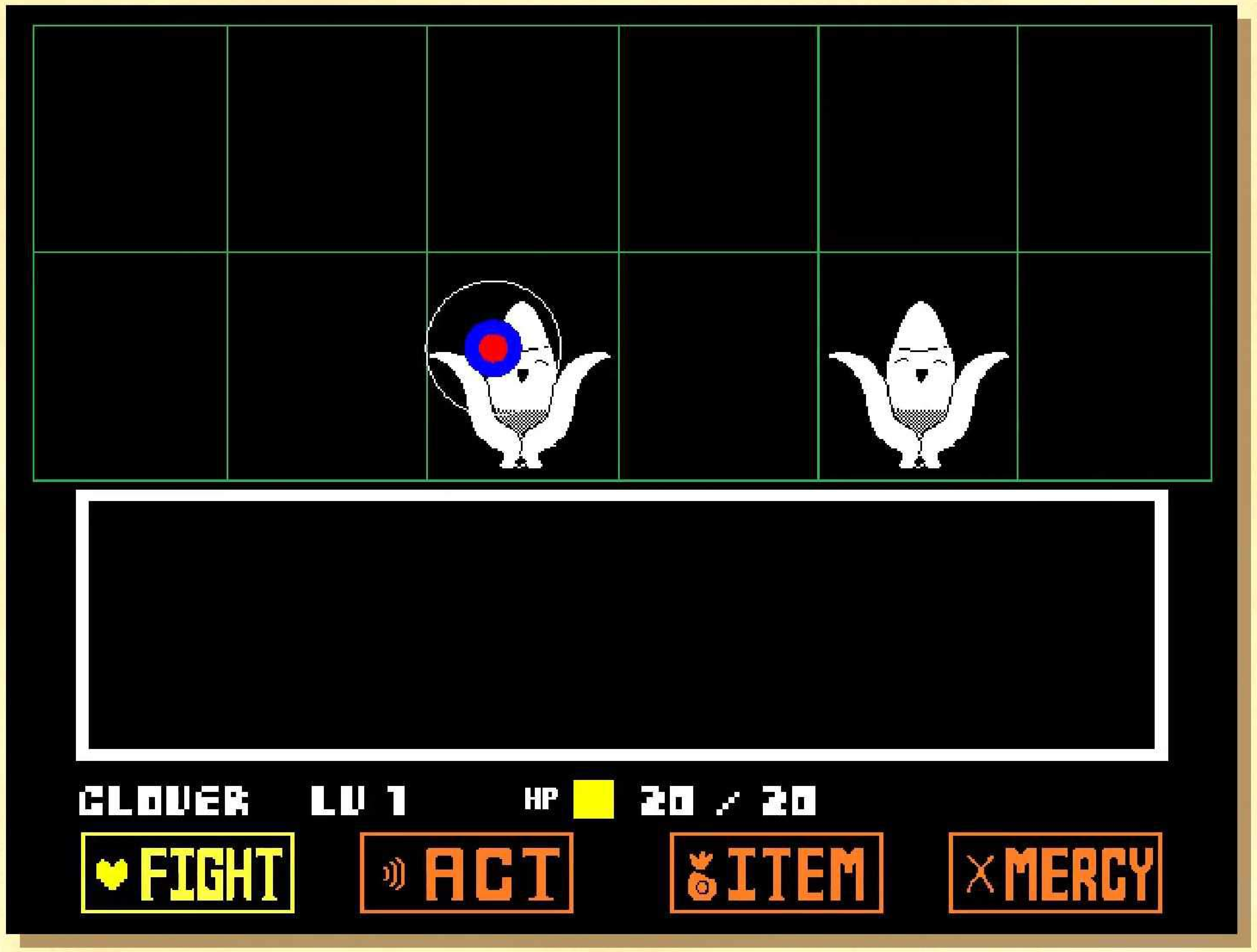
* Cactony would like to cry, but it's too hot.

YEEHAW LV 1 HP 20 / 20
FIGHT
ACT
ITEM
MERCY

Cactony.mp4 - 2016
Spasco

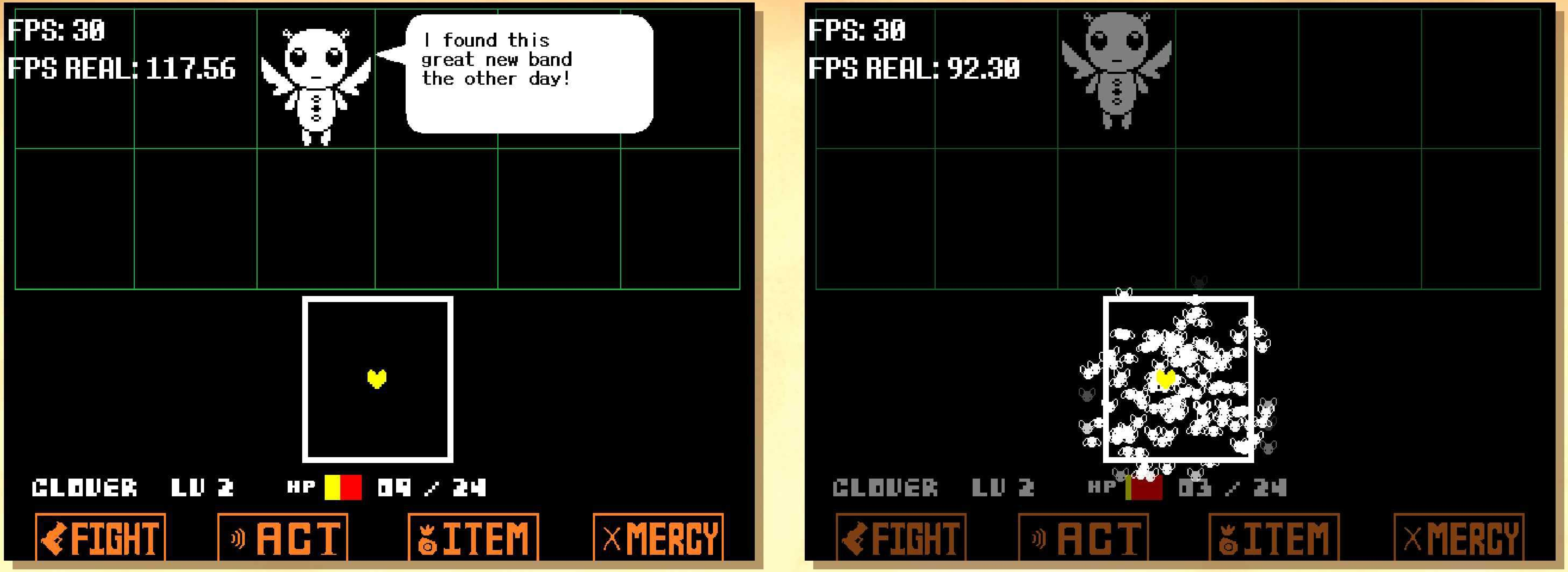
Cactony was one of the first enemies designed, and used as the first test enemy for the battle engine. I have accidentally left their sprites in the demo version, leading to them being leaked early on.

- Spasco



CLOVER LV 1 HP 20 / 20
FIGHT
ACT
ITEM
MERCY

FIGHT test.mp4 - 2016
Spasco


FPS: 30
FPS REAL: 117.56
I found this great new band the other day!
CLOVER LV 2 HP 09 / 24
FIGHT
ACT
ITEM
MERCY
FPS: 30
FPS REAL: 92.30
CLOVER LV 2 HP 03 / 24
FIGHT
ACT
ITEM
MERCY

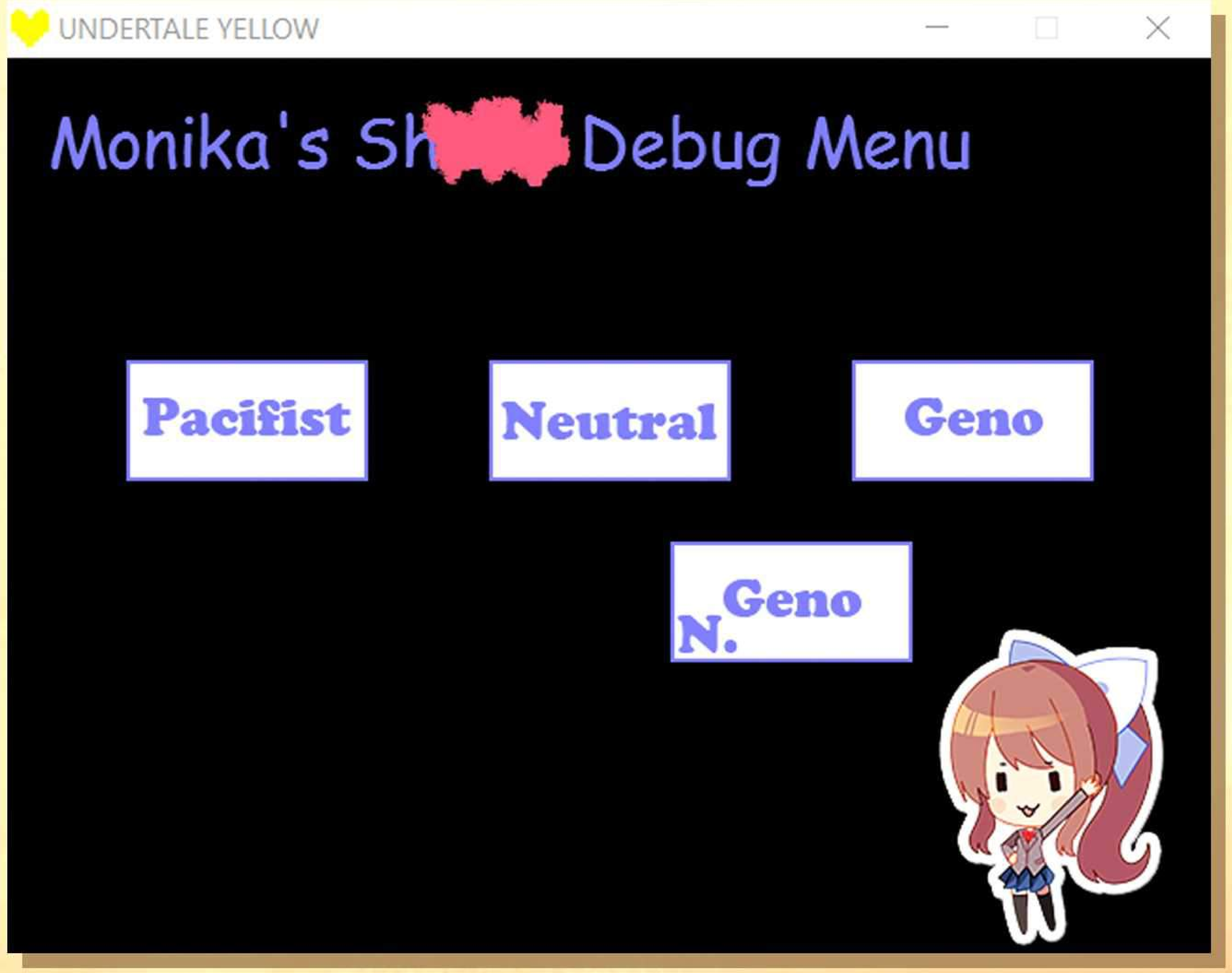
uty_glitch.gif - 2016

???

This GIF was one of the first UTY related GIFs that would pop up in search for a long time. Honestly I have no idea where the footage came from.

I shared a lot of the funnier bugs as GIFs with the team during development.

- Spasco

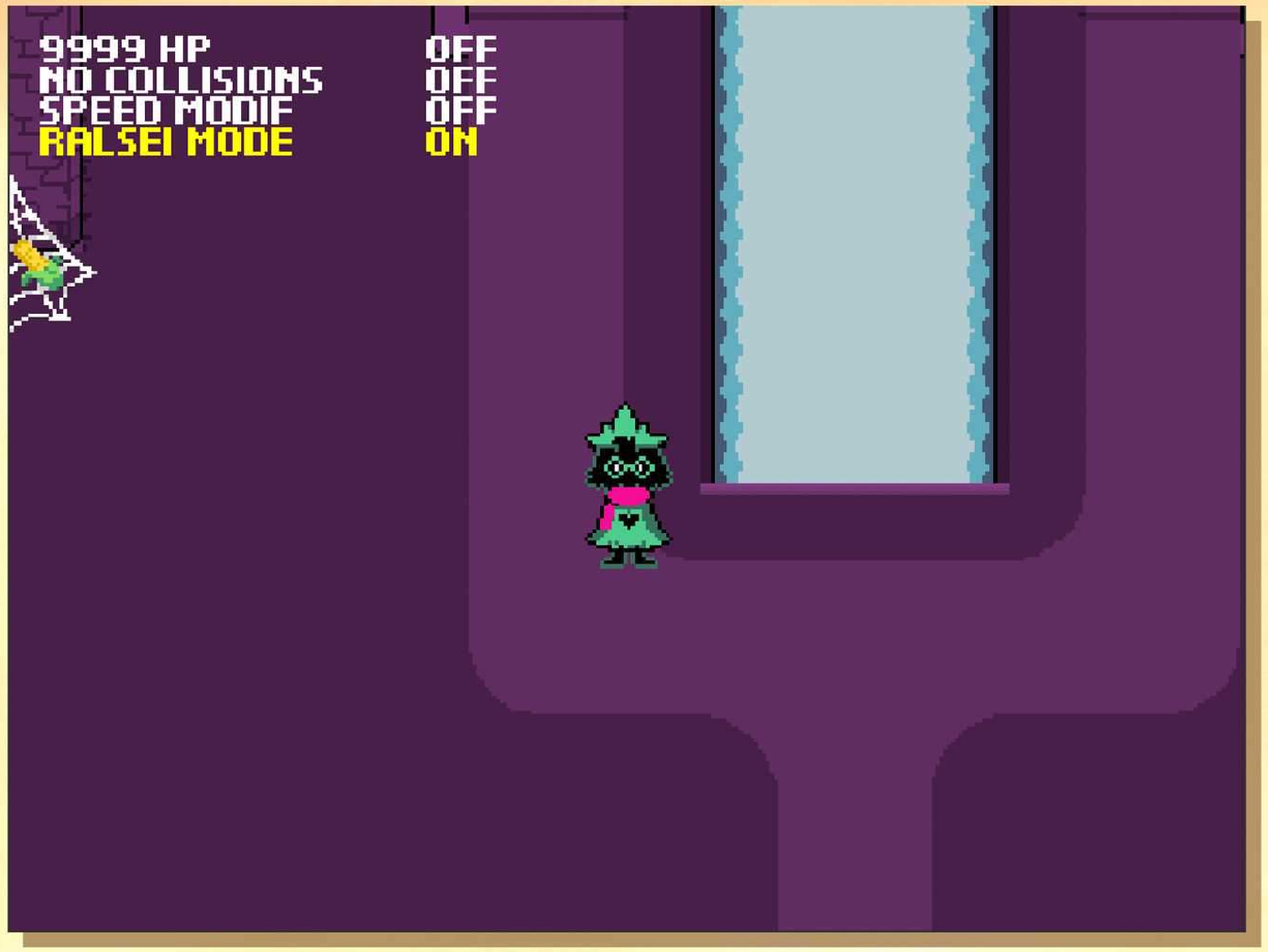

UNDERTALE YELLOW
Monika's Sh[redacted] Debug Menu
Pacifist
Neutral
Geno
N. Geno

monika.png - 2017

Spasco

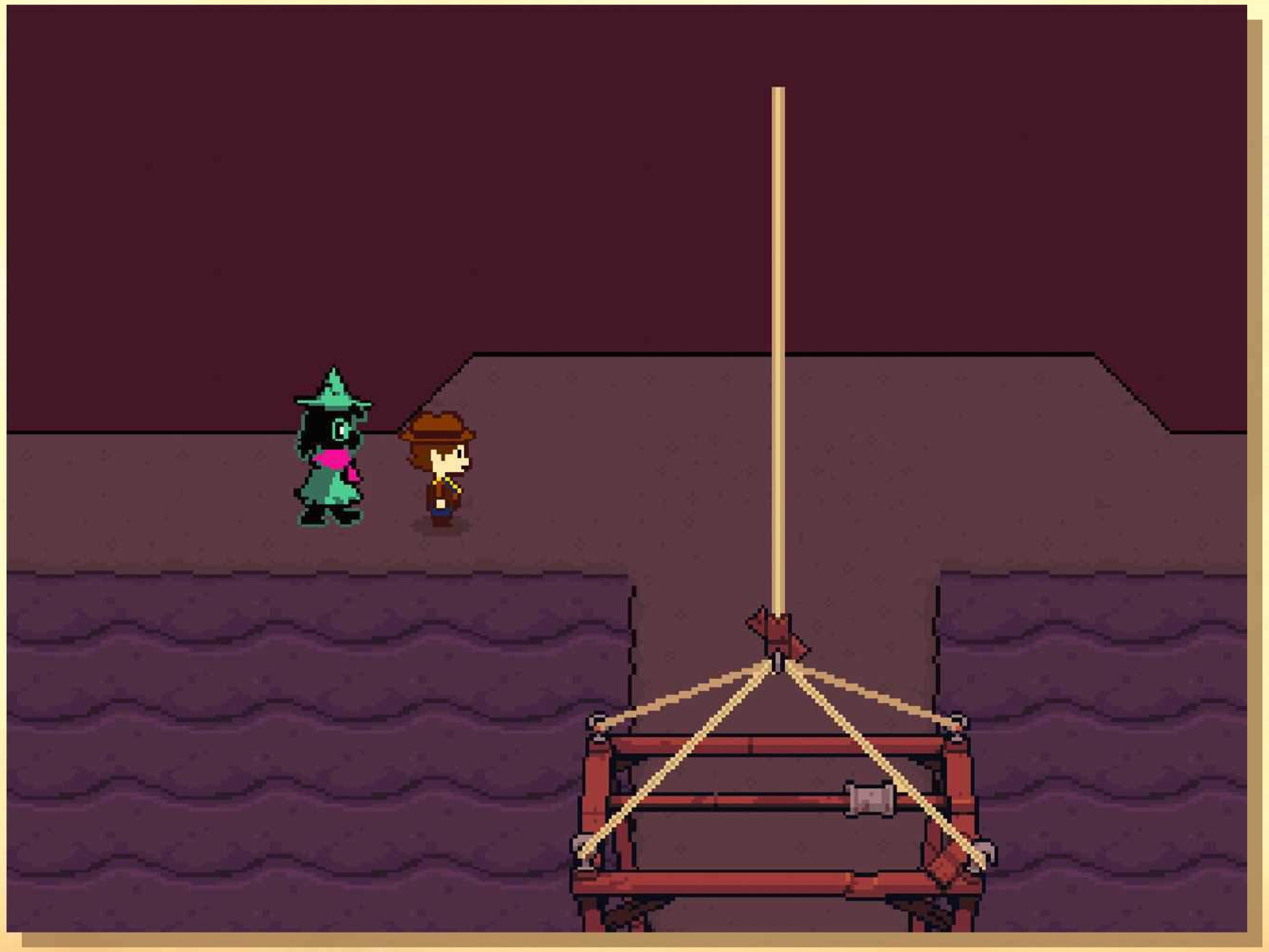
a lot of the devs were fans of the game "Doki Doki Literature Club!" on its release.
As a joke, I turned our route picker debug menu into this.

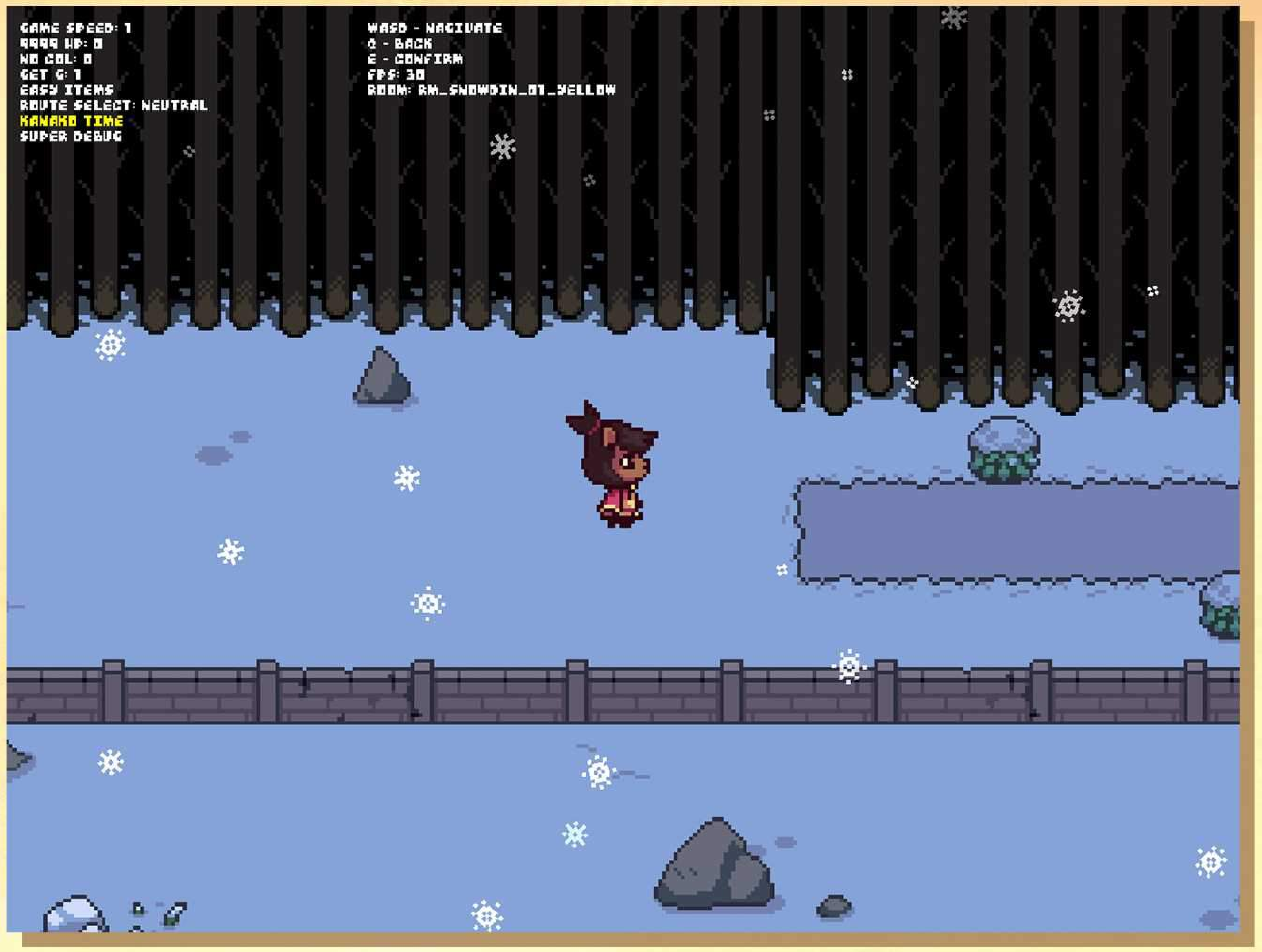
- Spasco



```
9999 HP          OFF
NO COLLISIONS    OFF
SPEED MODE       OFF
RALSEI MODE      ON
```

debug.png - 2019
Spasco





```
GAME SPEED: 1                 WASD - NAGIVATE
9999 HP: 0                    Q - BACK
NO COL: 0                     E - CONFIRM
GET G: 1                      FPS: 30
EASY ITEMS                    ROOM: RM_SNOWDIN_01_YELLOW
ROUTE SELECT: NEUTRAL
KANAKO TIME
SUPER DEBUG
```

kanako time!.png - 2021
Spasco

Ralsei was used as a test for swapping Clover's sprite set. In the final game, this function is now only used in the small puddle in the first Dunes room. The color adjustments in different areas use Deadkat's palette swap shader.

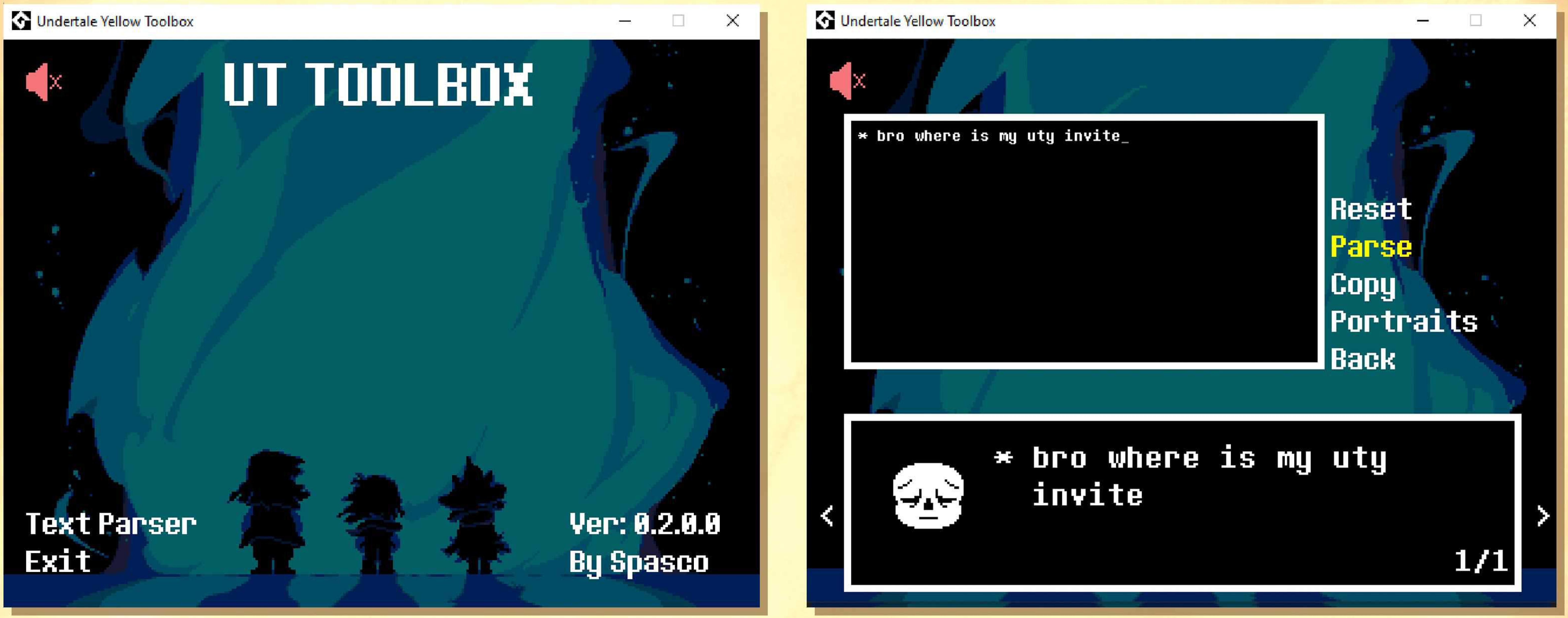
Later on, I also put "Kanako time" in the debug menu just for fun (playable Kanako).

- Spasco

ralsei party.png - 2019
Spasco

I also used Ralsei as the first test party member for the party follower system. The functionality was inspired by DELTARUNE™'s party member system.

- Spasco


Undertale Yellow Toolbox
UT TOOLBOX
Text Parser
Exit
Ver: 0.2.0.0
By Spasco
Undertale Yellow Toolbox
Reset
Parse
Copy
Portraits
Back
1/1

* bro where is my uty invite_

* bro where is my uty
invite

UTY Toolbox.exe - 2019
Spasco

The UTY toolbox was made so the writers could see if certain lines fit within a dialogue box properly, and also so I could just copy and paste entire batches of dialogue with the correct formatting for the code.

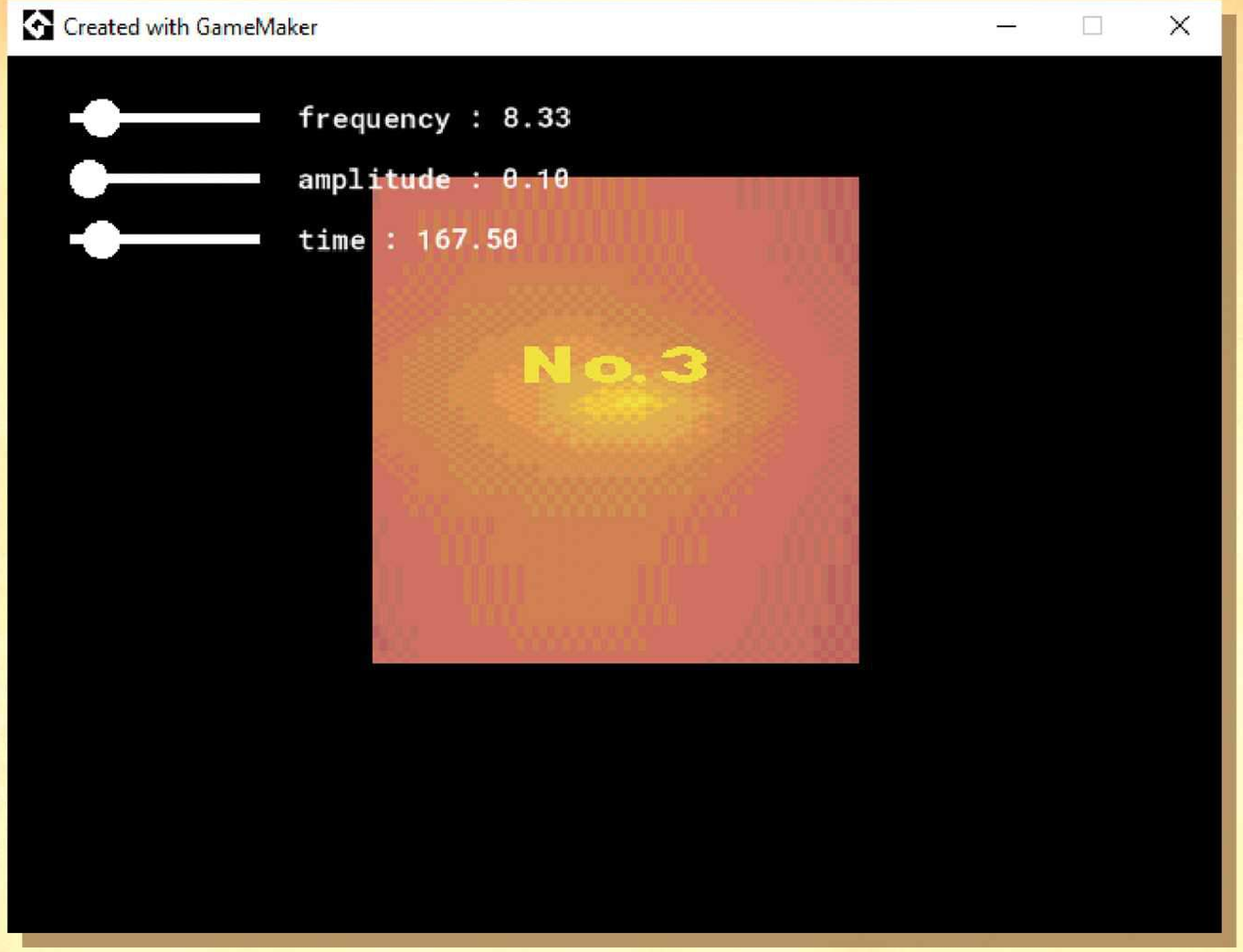
Originally I intended there to be more tools in the toolbox, like a cutscene editor, but that never came to fruition.

- Spasco

Barrier.exe - 2022
Deadkat
A shader visualisation program with tweakable parameters.

It includes backgrounds and effects from Earthbound, as well as a recreation of Undertale's barrier with a screen-wide "glass-shattering" effect

- Deadkat

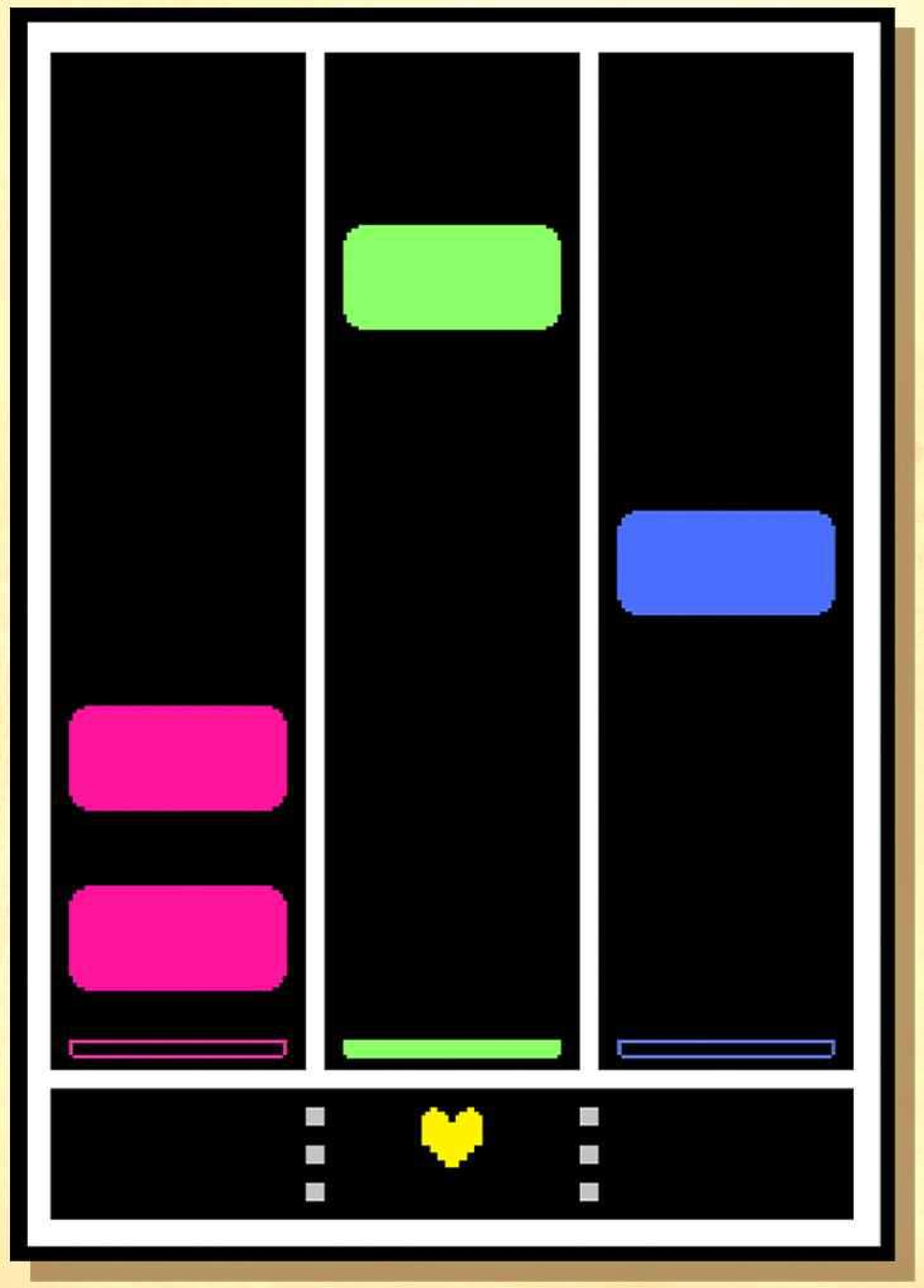


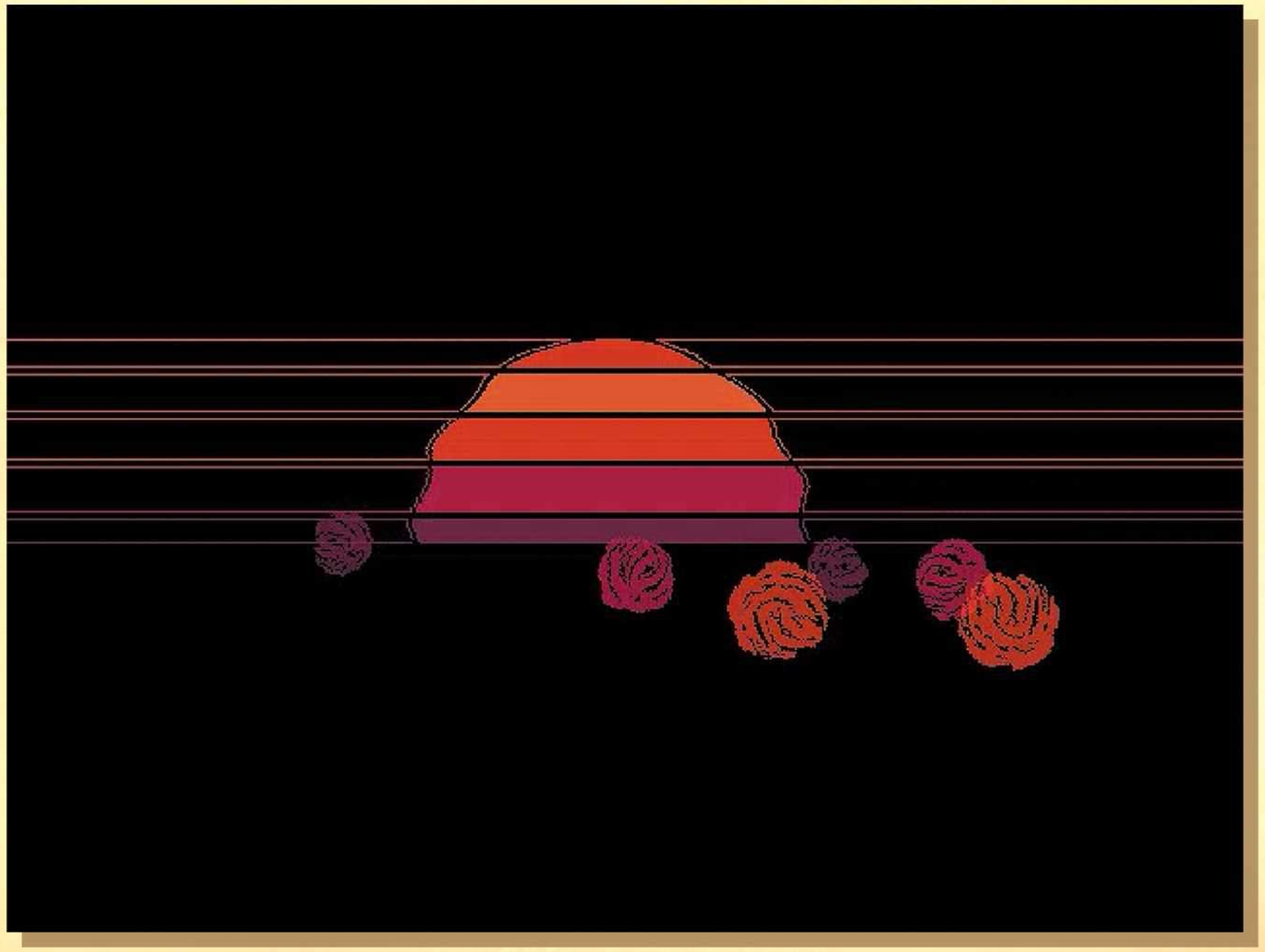
frequency : 8.33
amplitude : 0.10
time : 167.50

coolmechanic.png - 2022
Vegard Jensen
This fight was a huge undertaking for the programmers.

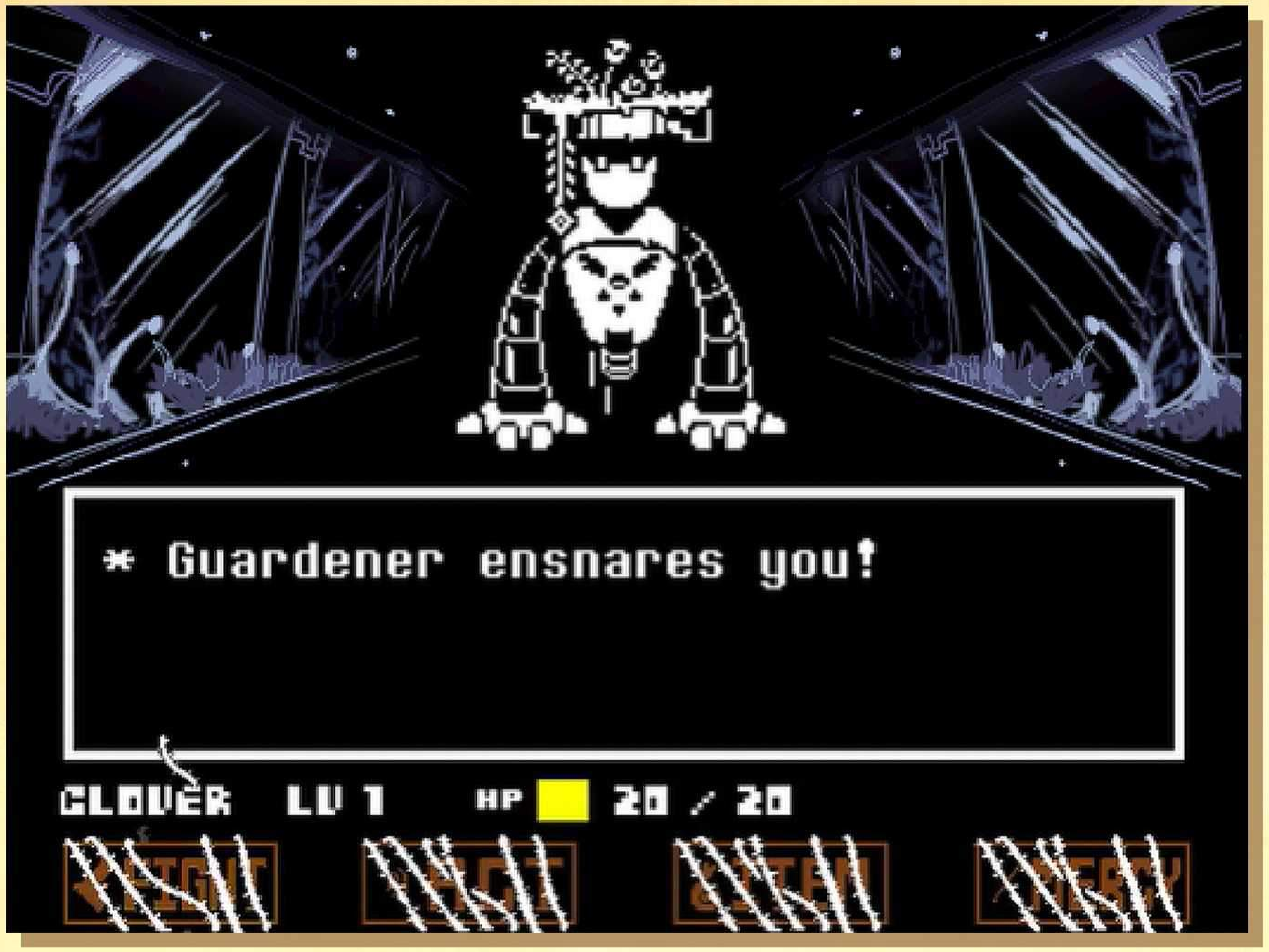
MysteryRacer created the base fight we showed off in a video preview in 2019, then later, Deadkat polished it up to the version in the final game.

- Sword





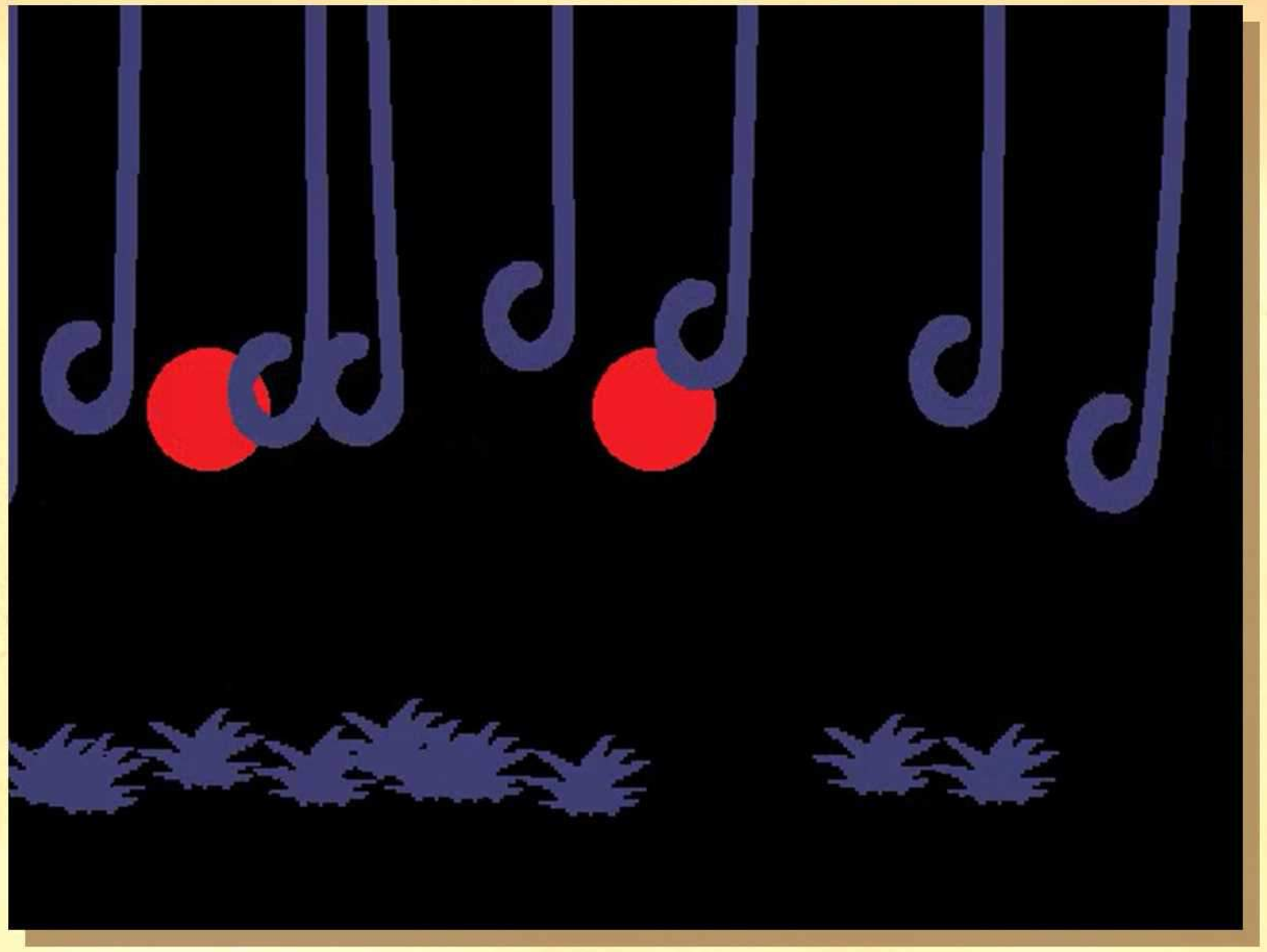
starlo_bg_test.mp4 - 2022
Deadkat



* Guardener ensnares you!

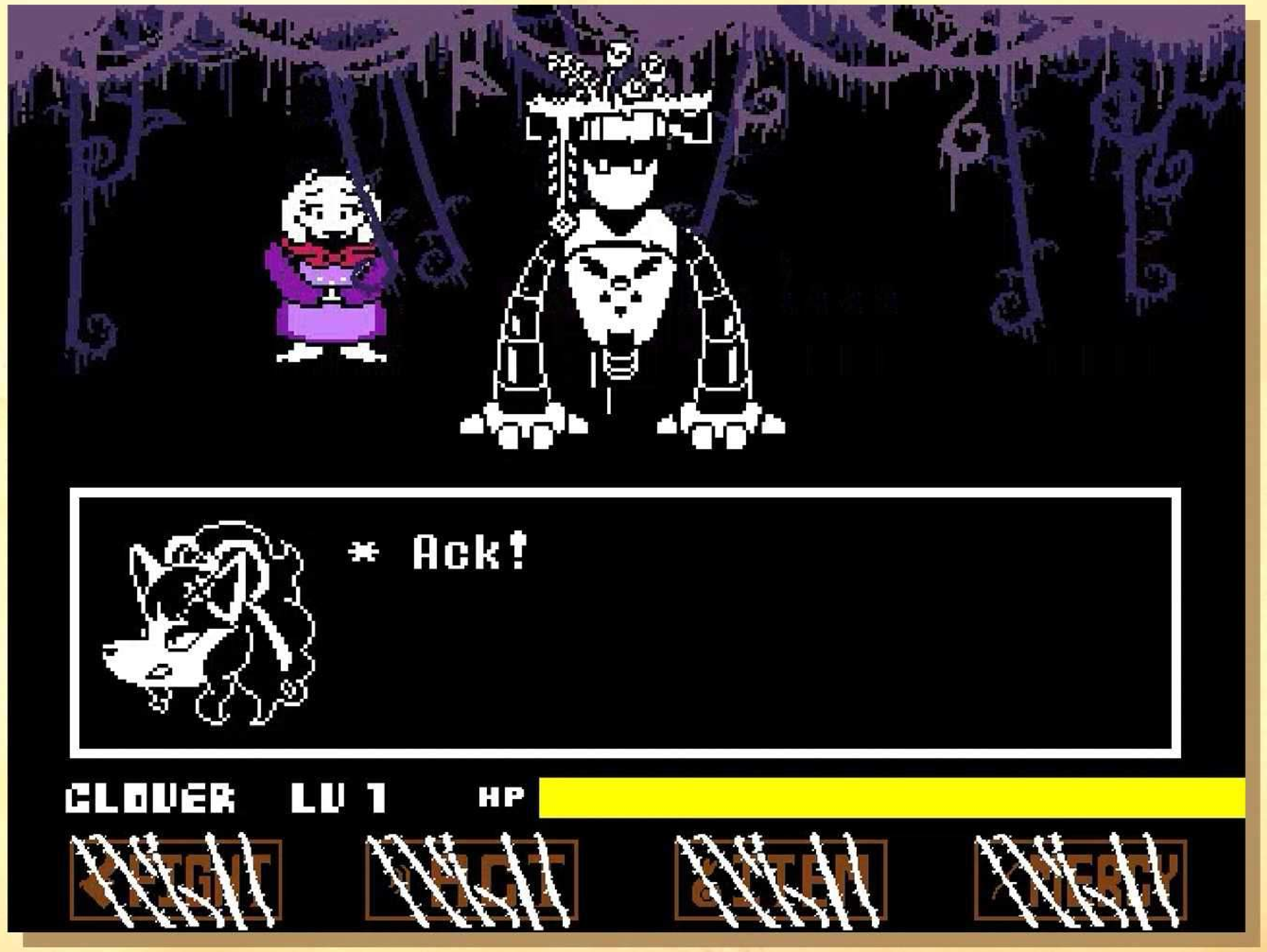
CLOVER LV 1 HP 20 / 20
FIGHT
ACT
ITEM
MERCY

guardener BG.png - 2022
AeroArtwork



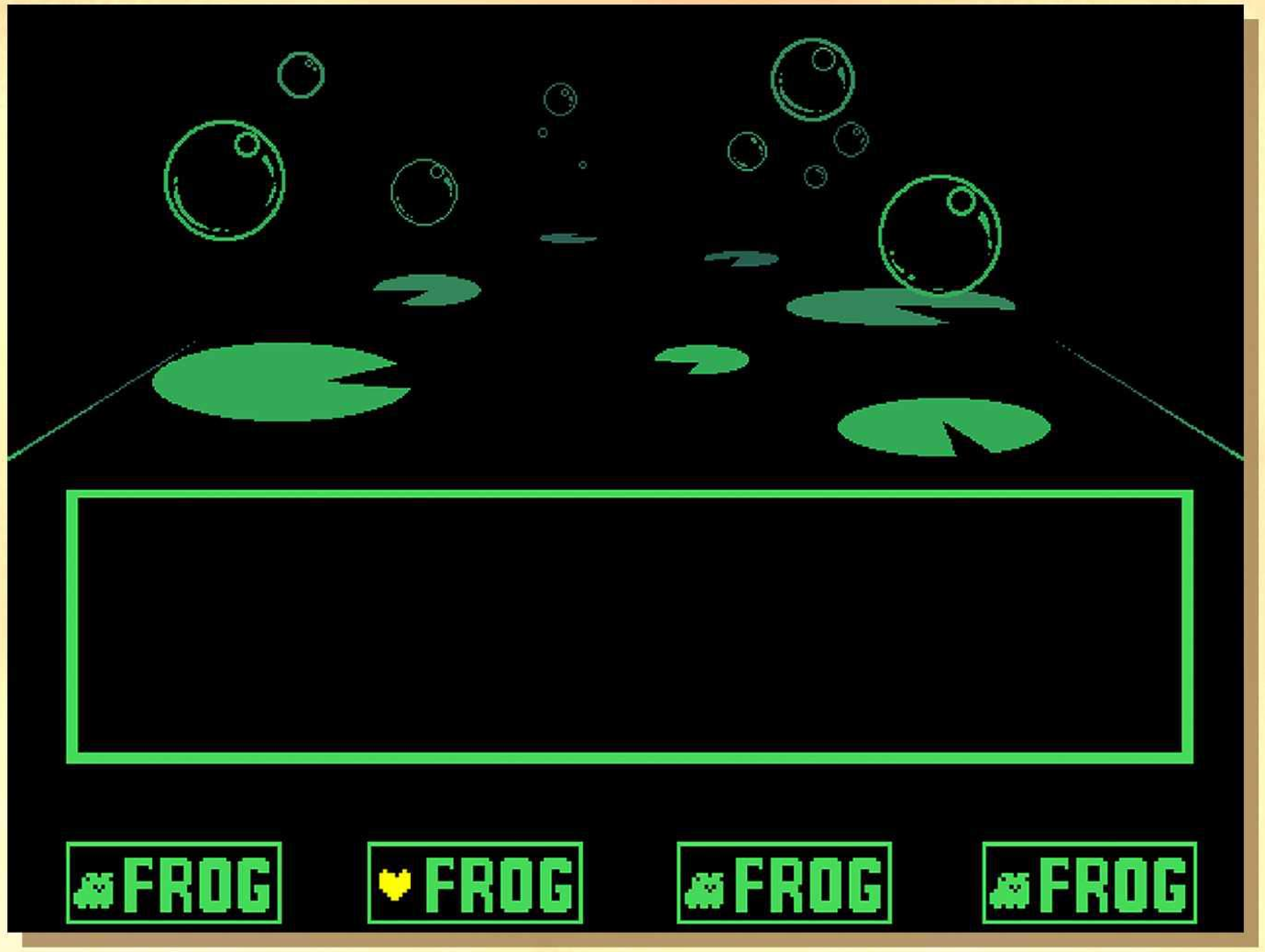
wind_sim.mp4 - 2023
Deadkat

windriel.mp4 - 2023
Deadkat
I could use any sprite I wanted for the wind simulation, so I used the funniest one I could think of to surprise-reveal to the team.
- Deadkat



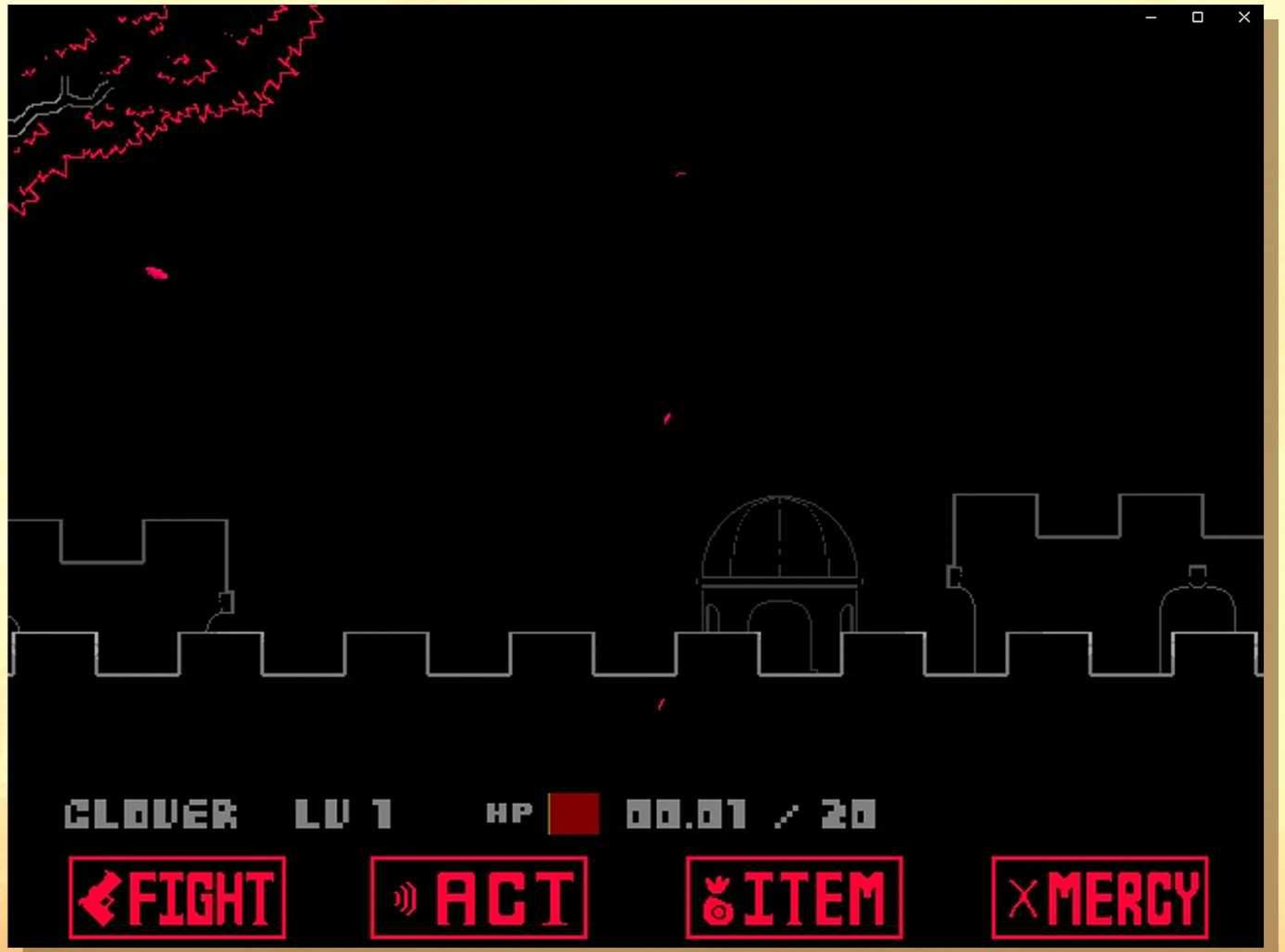
* Ack!

CLOVER LV 1 HP
FIGHT
ACT
ITEM
MERCY

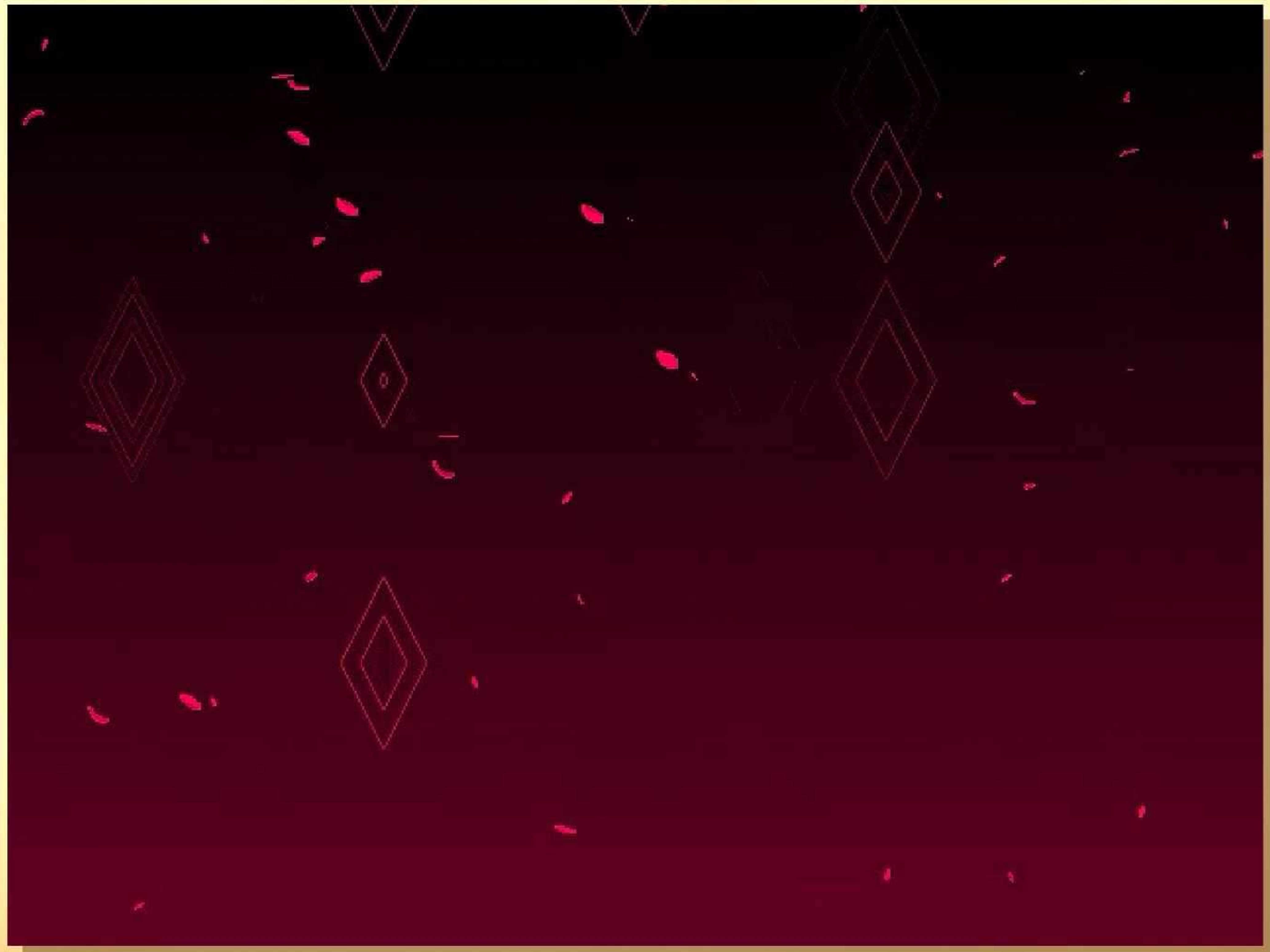

FROG
FROG
FROG
FROG

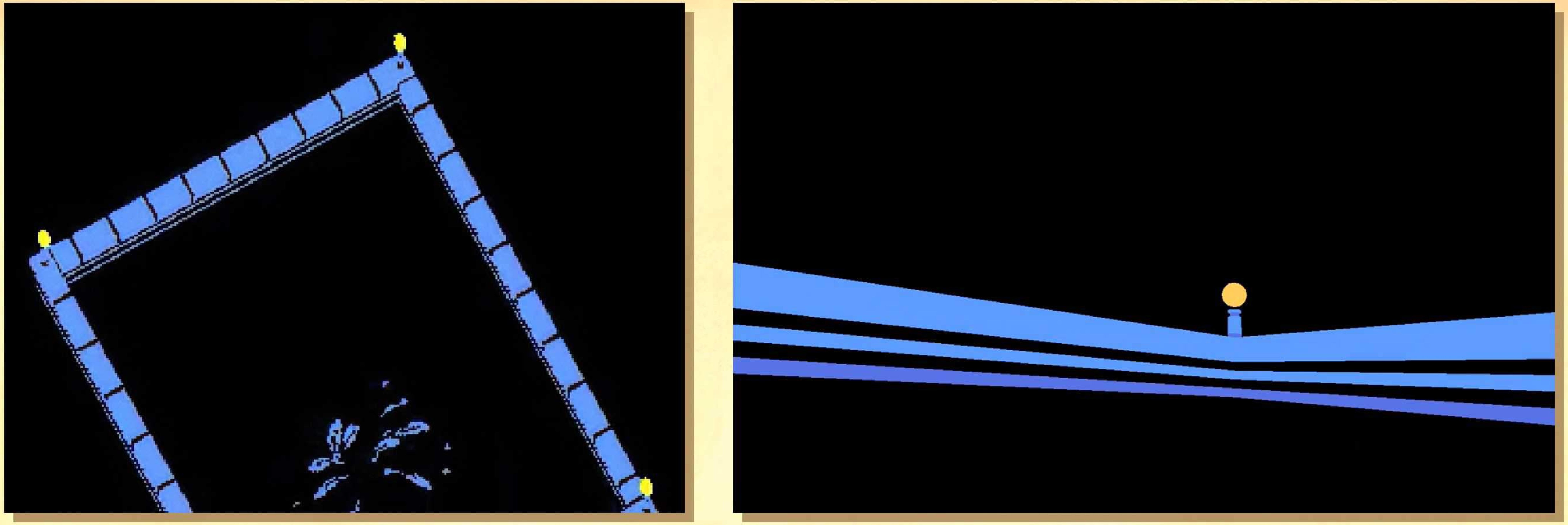
FROG.png - 2023
Deadkat, GlitchedPie

phase1_bg.mp4 - 2022
Deadkat


CLOVER LV 1
HP 00.01 / 20
FIGHT
ACT
ITEM
MERCY

2nd_phase_bg.mp4 - 2022
Deadkat



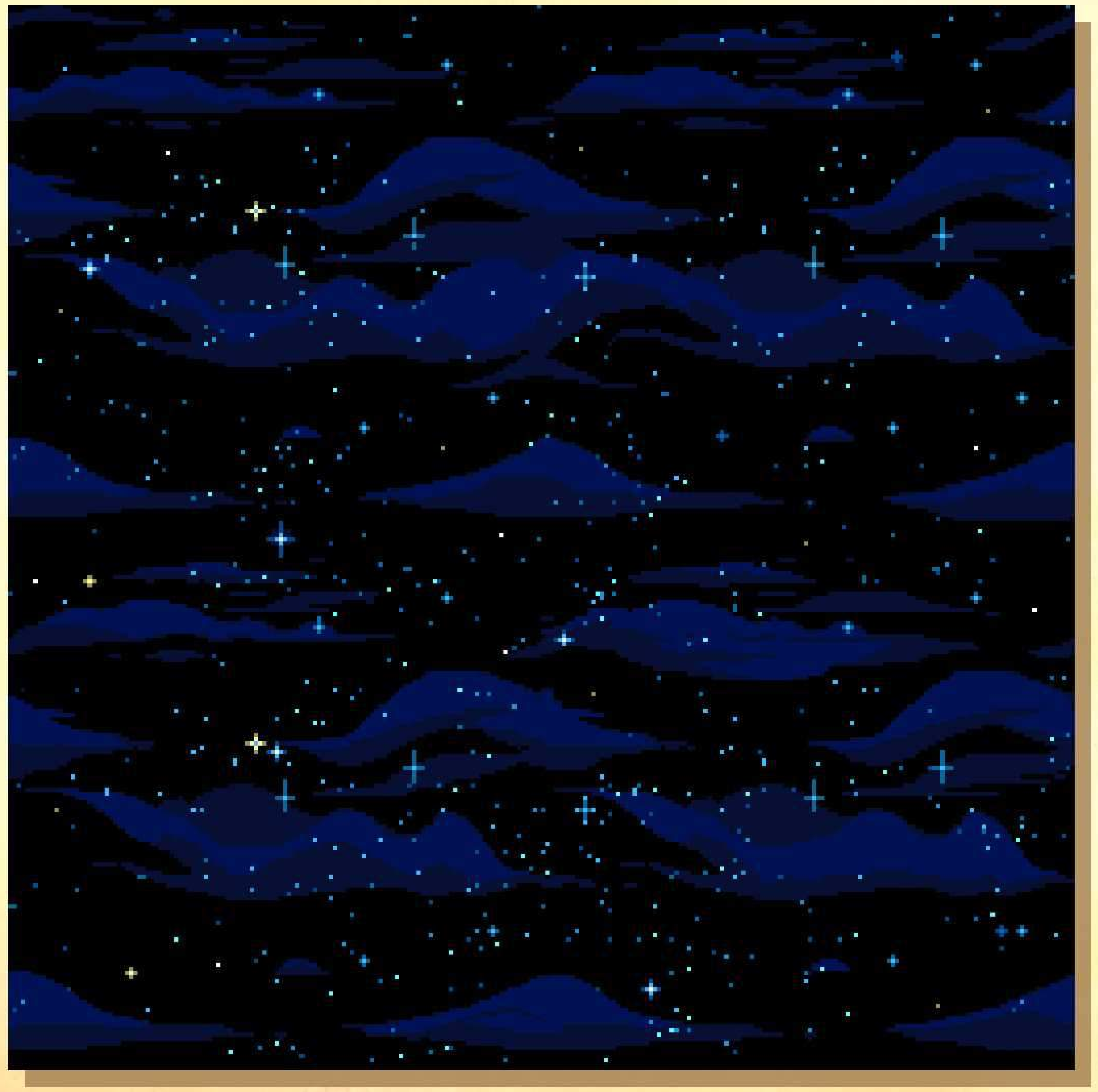


3D rooftop.mp4 - 2023

Deadkat

A few test to showcase 3D in GMS using sprite-stacking (left) and .obj files (right).

- Deadkat



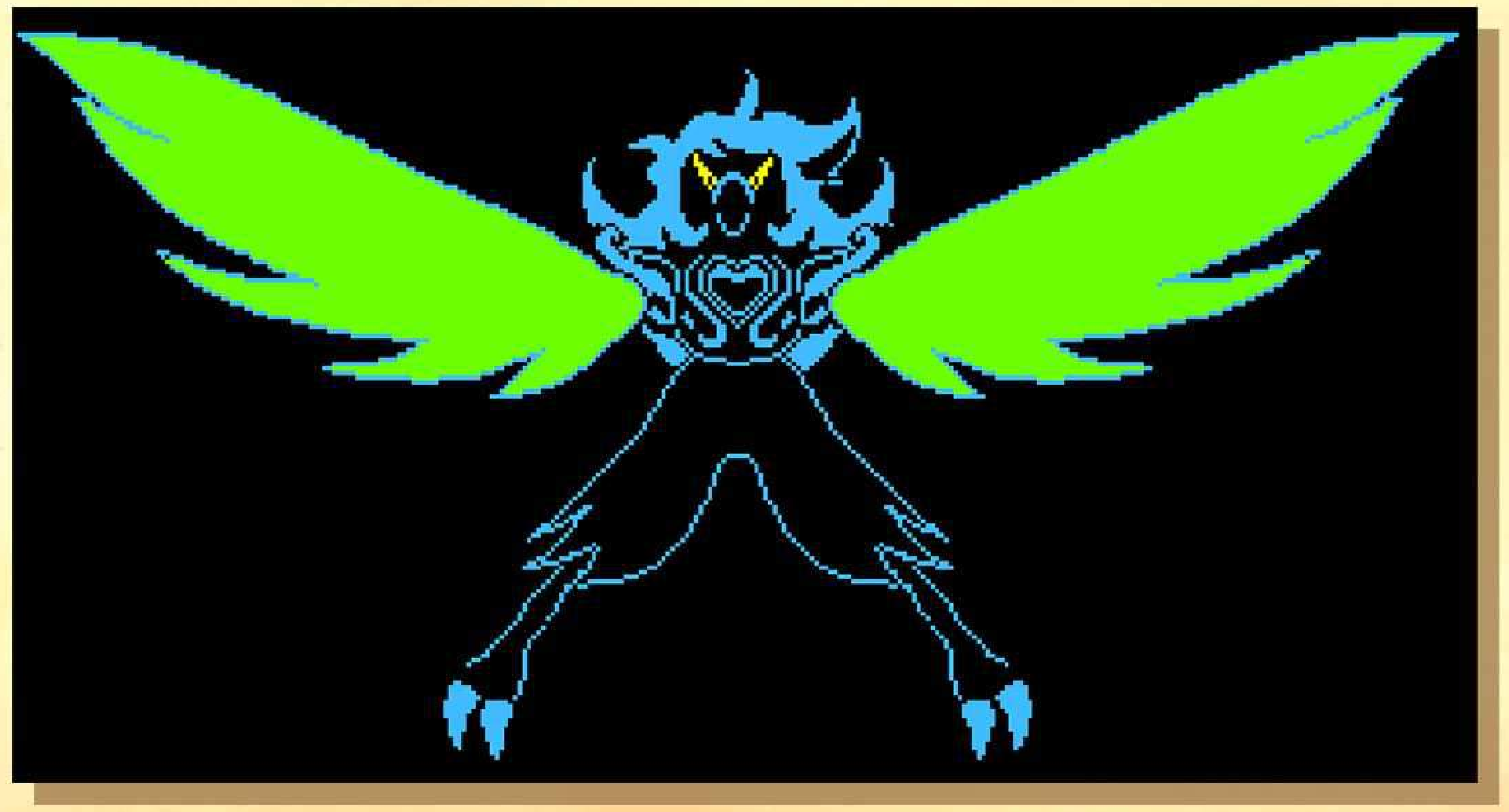
galaxy.png - 2023

AeroArtwork

The pattern that fills Martlet's green-screened wings during her fight.

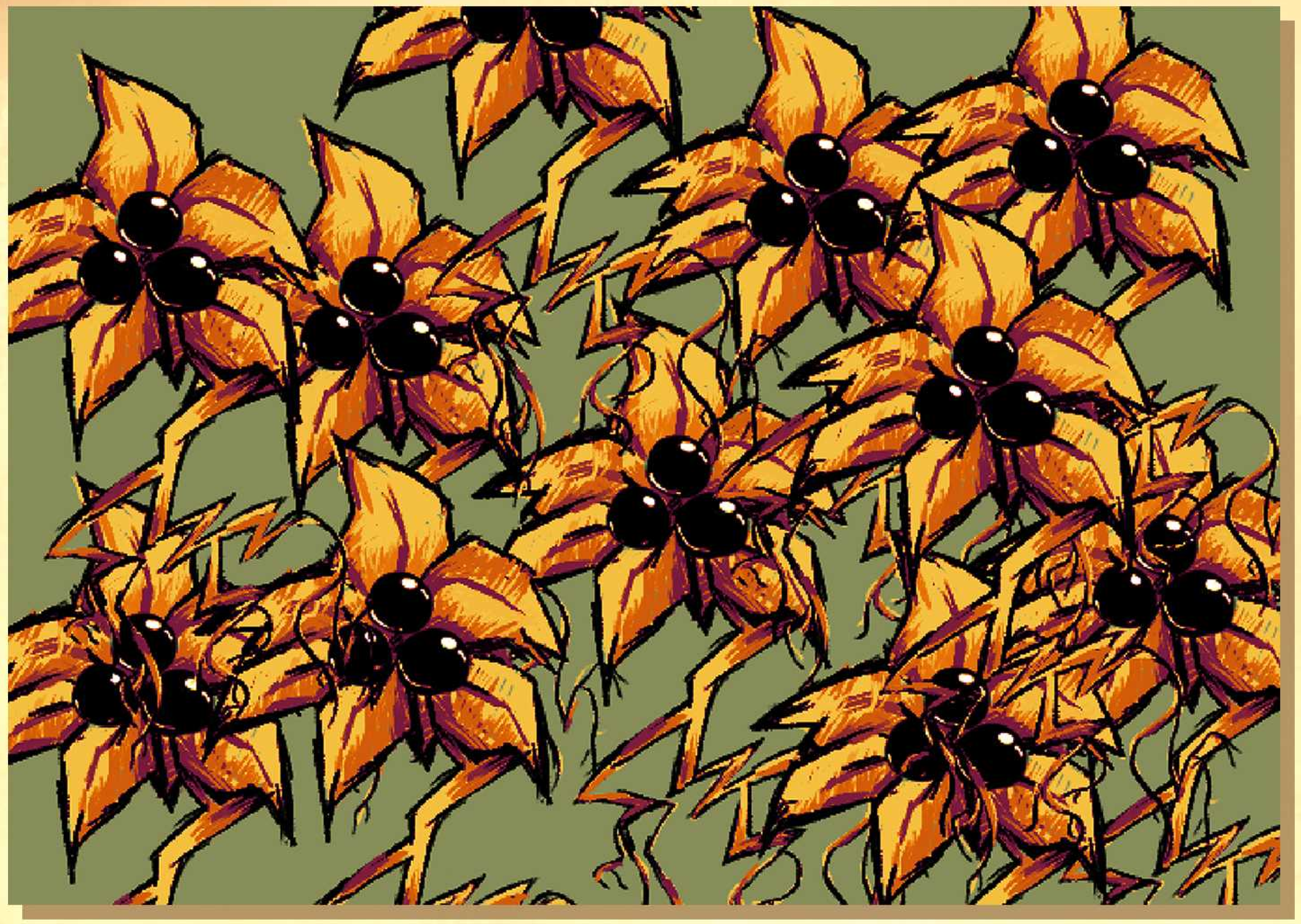
No really.

- Sword



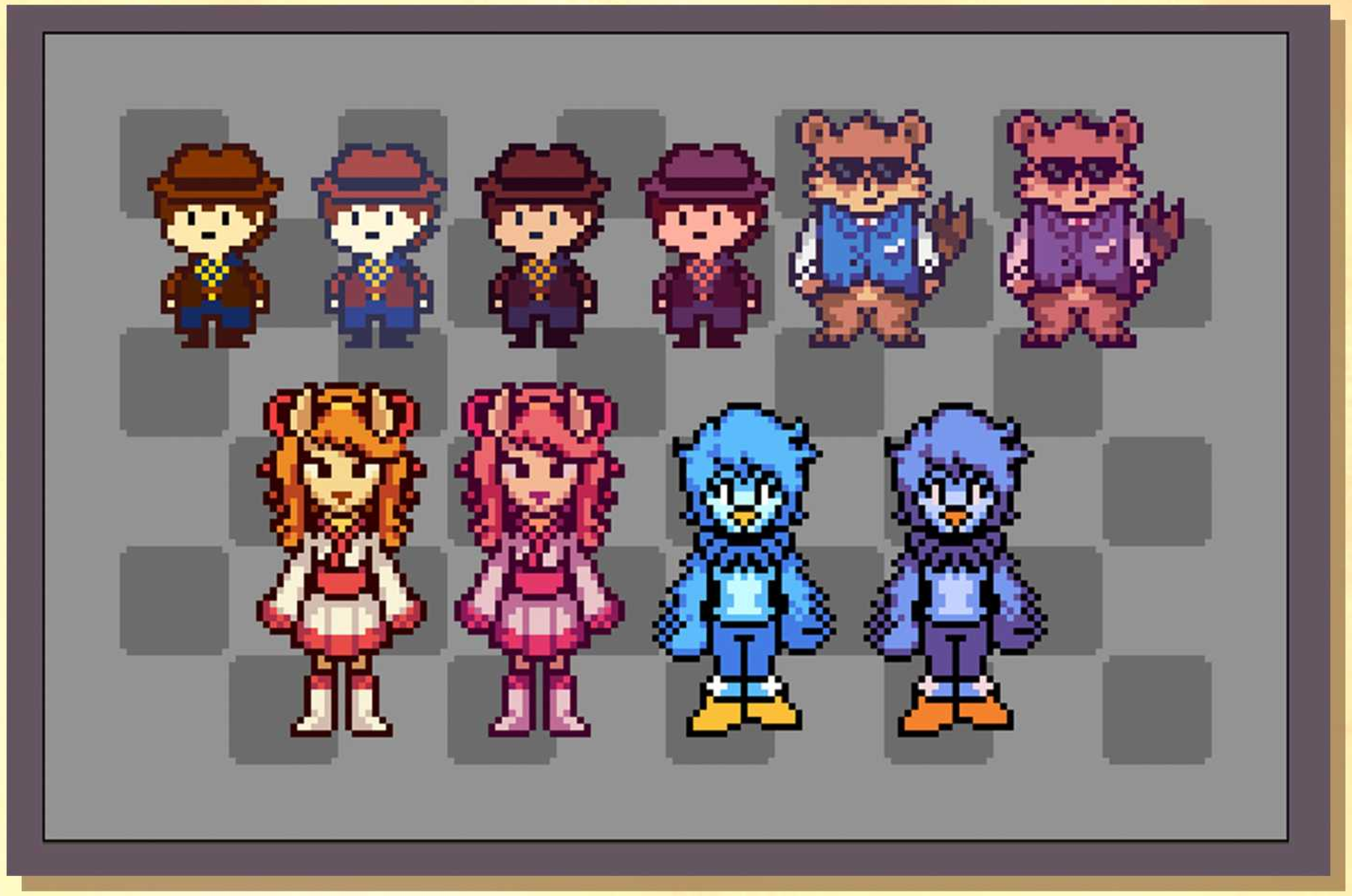
SCREAM.png - 2022

AeroArtwork



flowey_bg.png - 2023
Deadkat

ow_shader1.png - 2022
Deadkat

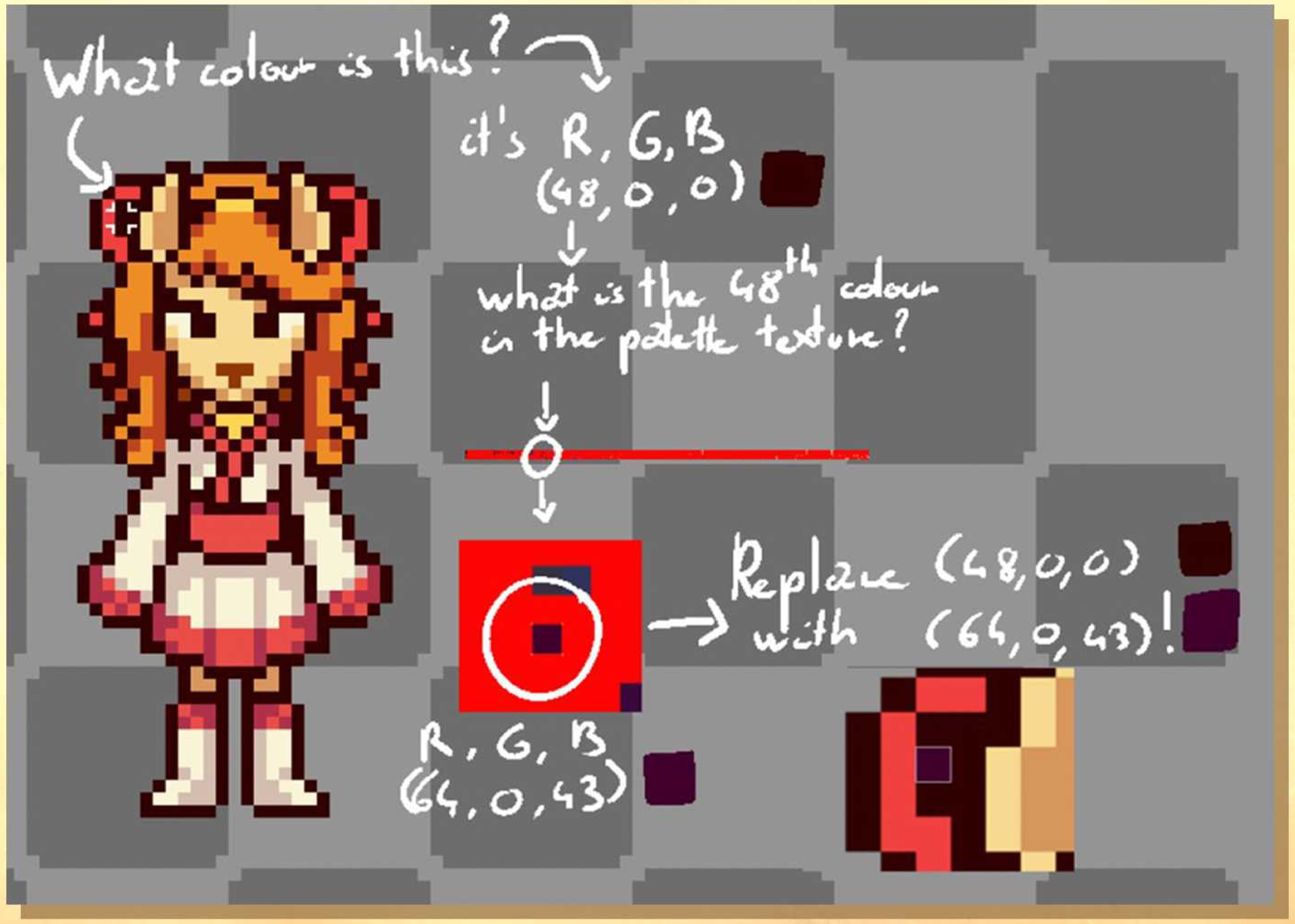


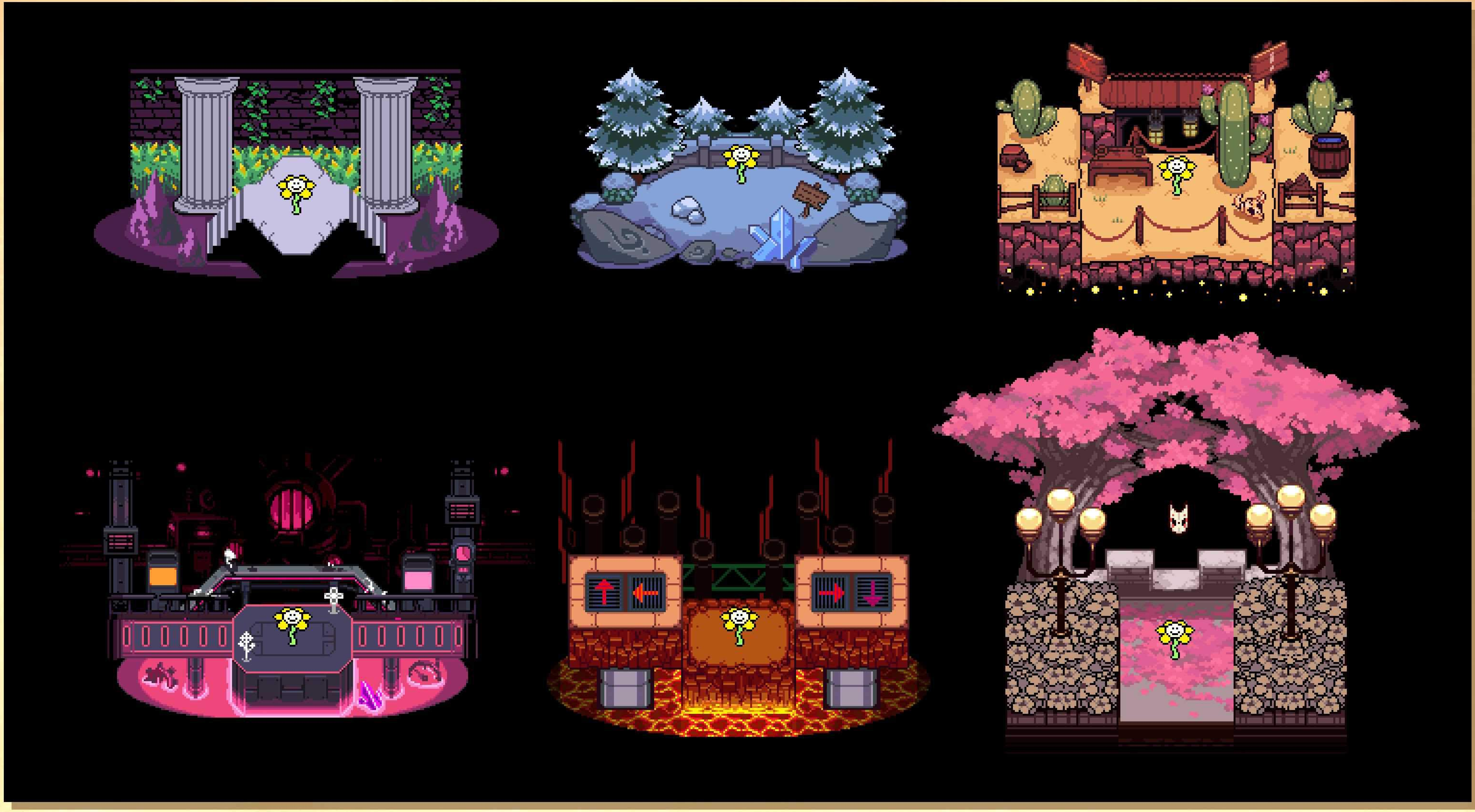
ow_shader2.png - 2022
Deadkat

The palette swap shader was made very late in development; in early 2023. Before that, we had unique sprites for each palette.

I made it to simplify everyone's job so we only had to touch up a few sprites instead of... well, everything

- Deadkat


What colour is this?
it's R, G, B
(48, 0, 0)
what is the 48th colour in the palette texture?
Replace (48,0,0) with (64,0,43)!
R, G, B
(64, 0, 43)

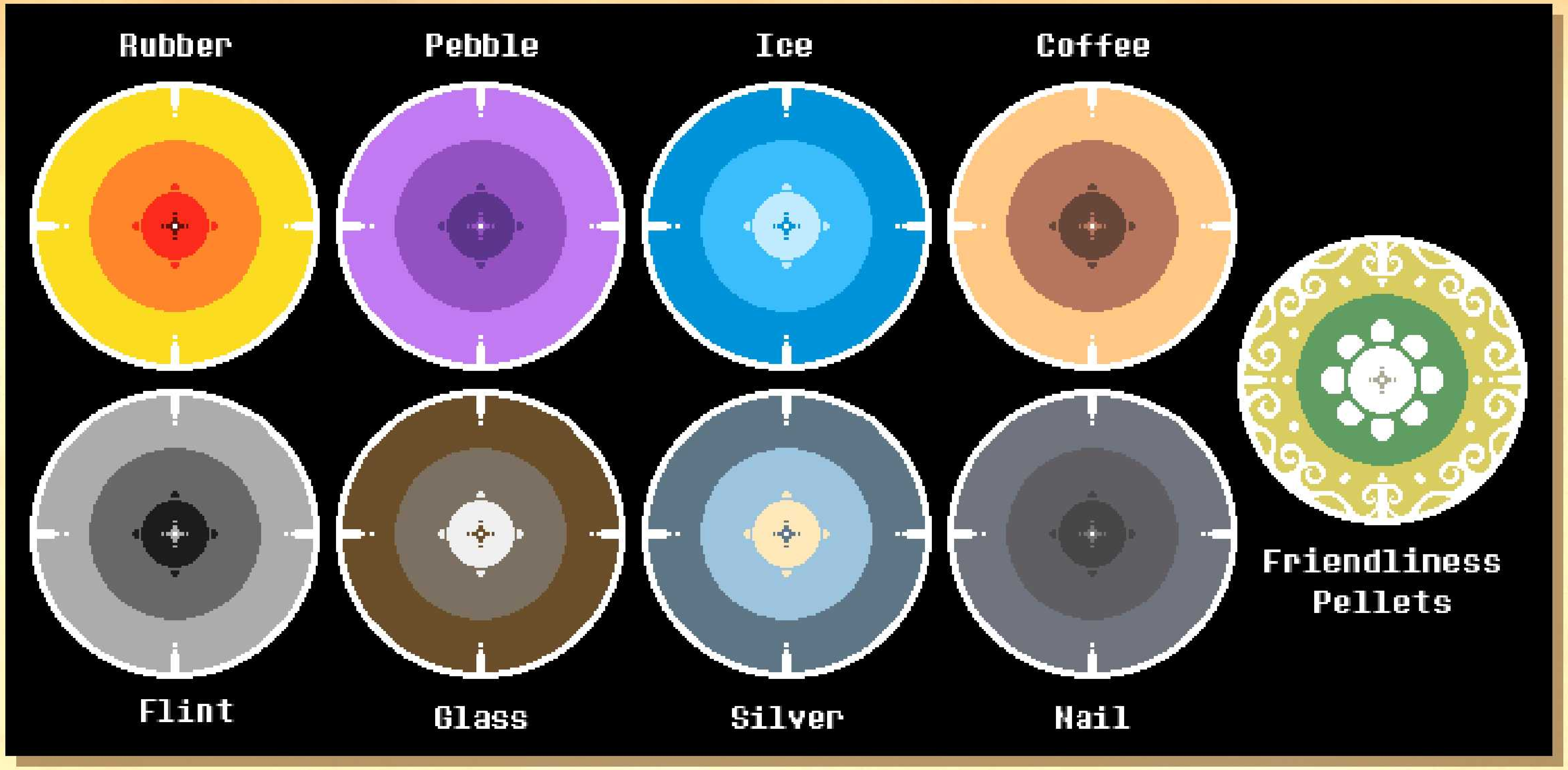


flowey menus - 2023
AeroArtwork

When pondering how to handle our main menu's, I thought of repeating what UT did and have the bosses you spare appear below the text. Ultimately, however, I decided to focus on Flowey, since the saves are his.

I love the cute dioramas Aero ended up making.

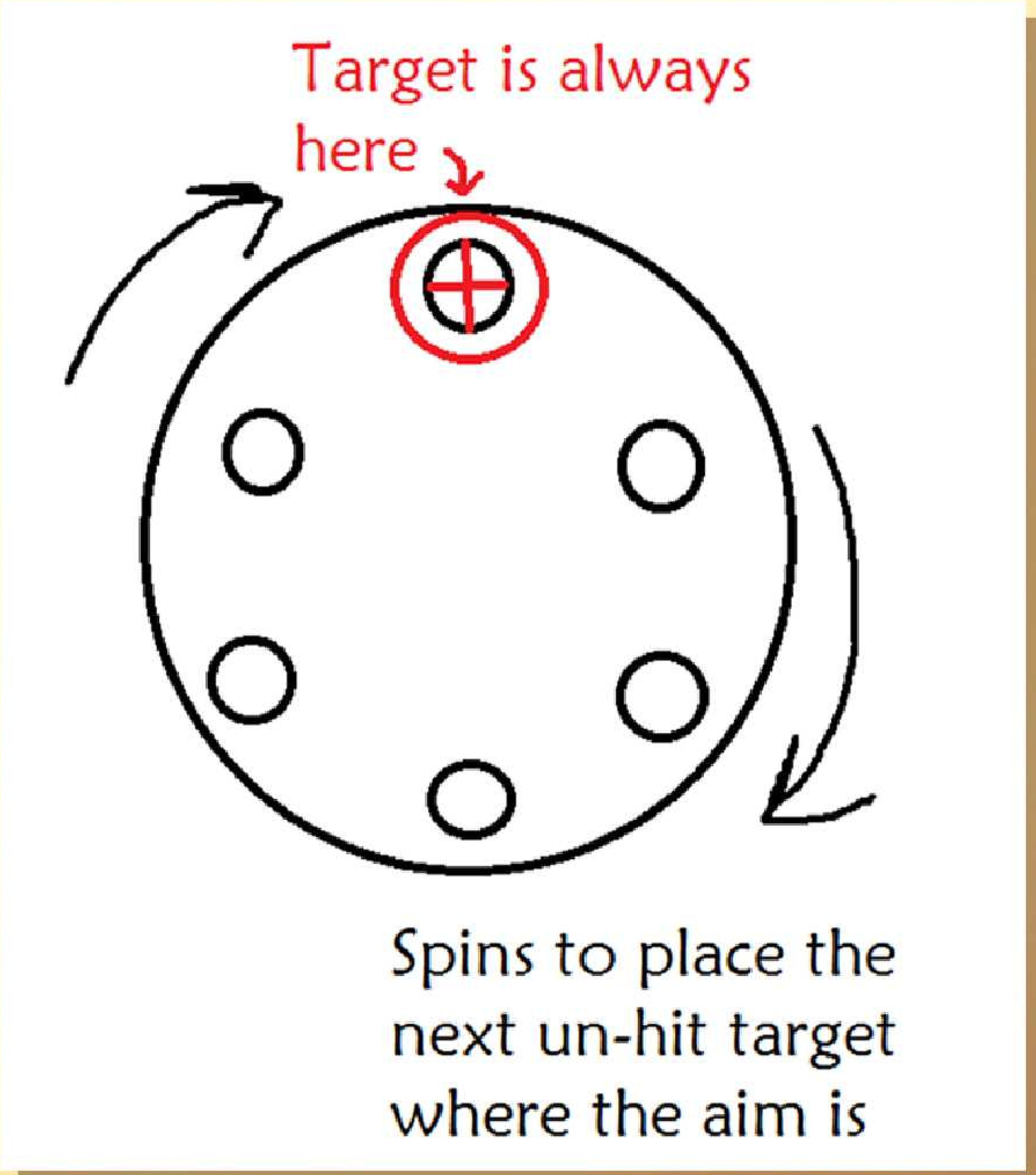
- Sword


Rubber
Pebble
Ice
Coffee
Friendliness Pellets
Flint
Glass
Silver
Nail

battlecircles.png - 2016-2023
Gaziter, MasterSwordRemix, AeroArtwork
Because Clover's neutral special is that they wield a gun, it called for a new way to FIGHT.

The "target" mechanic came together very quickly. Not only does it represent the weapon, it creates a risk and reward system for players. The closer they wait to shoot, the higher the damage, but wait too long, and they miss altogether.

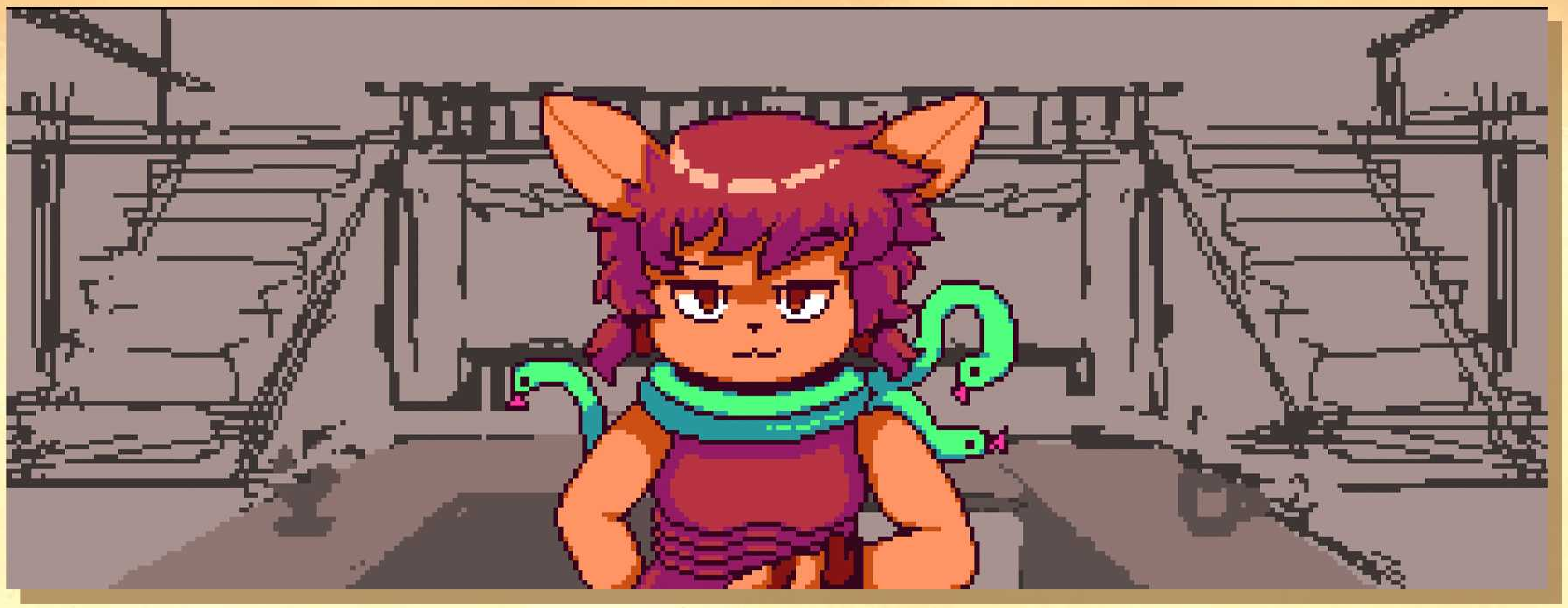
- Sword


Target is always here
Spins to place the next un-hit target where the aim is

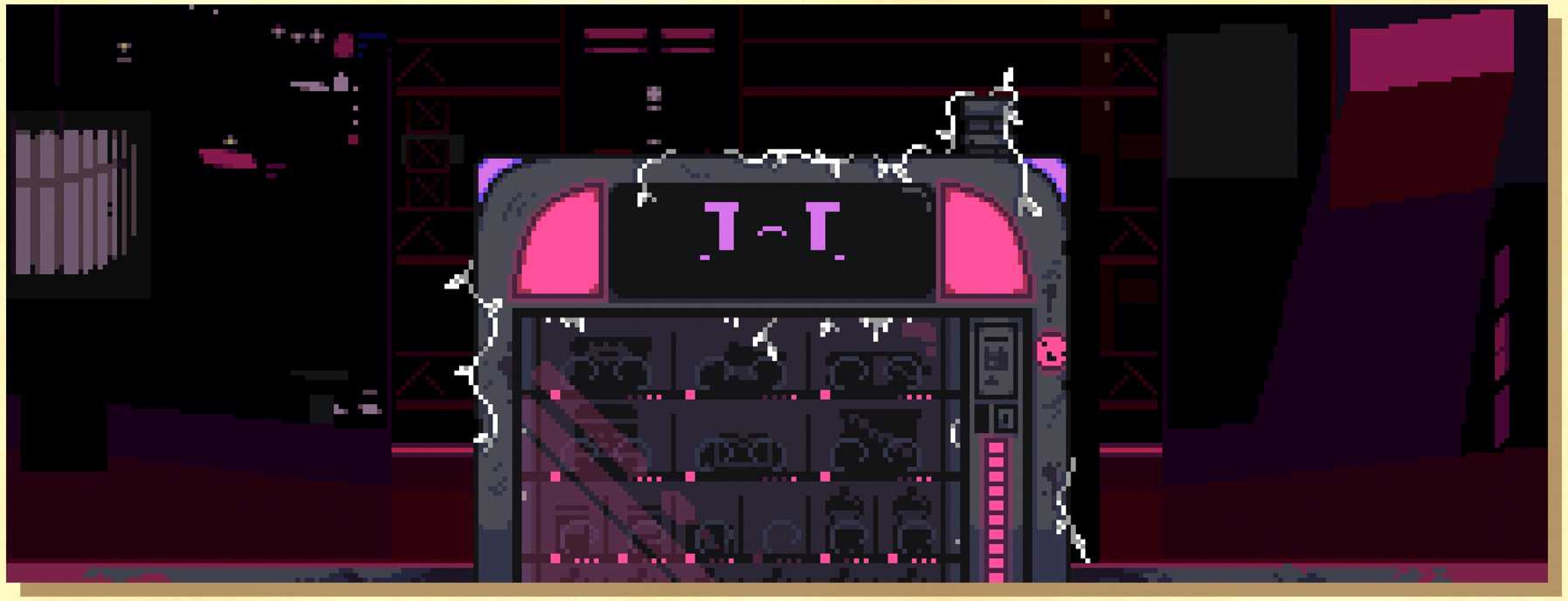
Revolver_attack.png - 2017
AWildDaydreamer
At some point, Clover had to obtain the revolver. It's a different gun model, so it had to work differently.

Day's design was a smart way to keep representing the weapon while iterating on the first FIGHT mechanic.

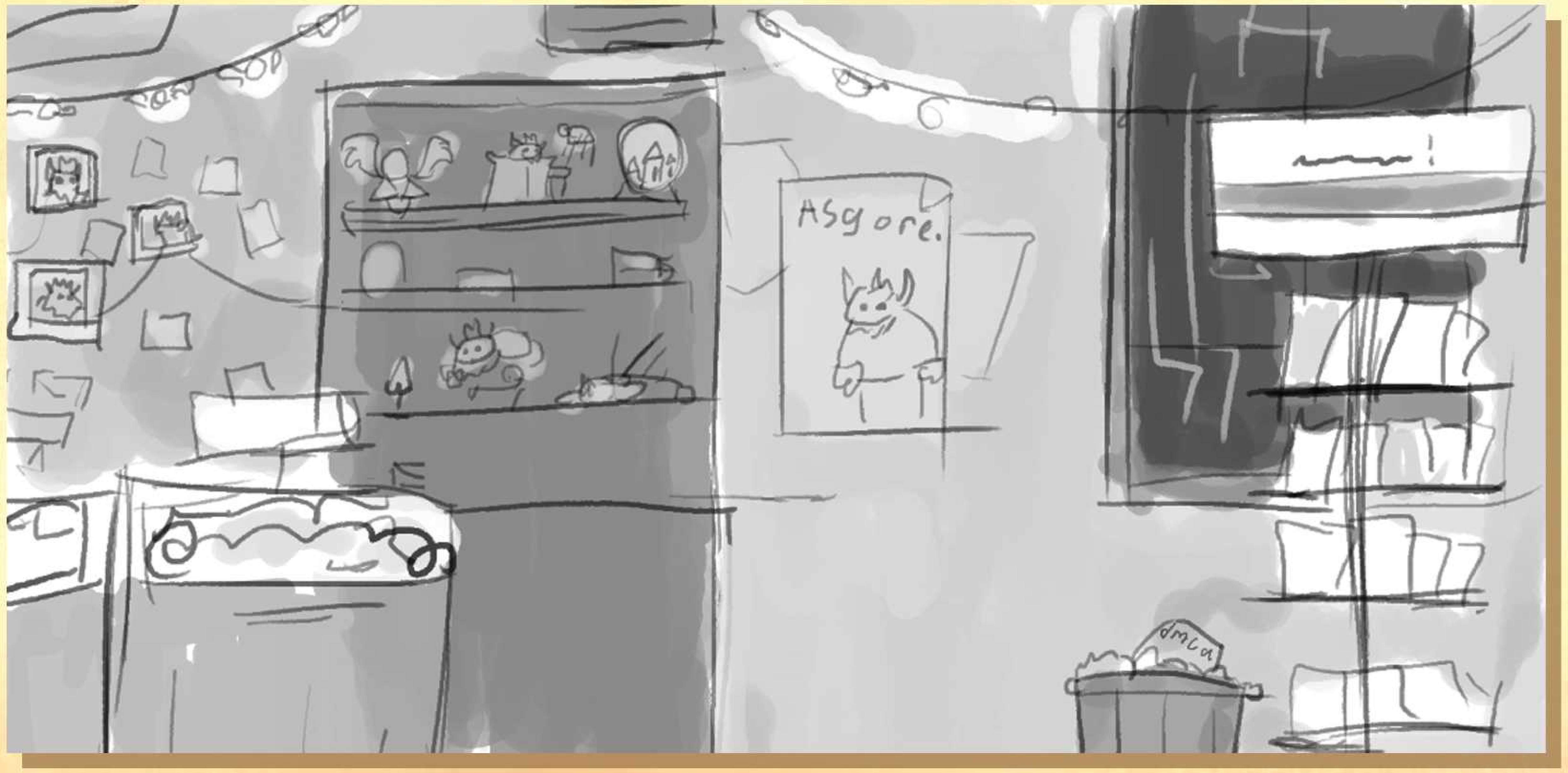
- Sword



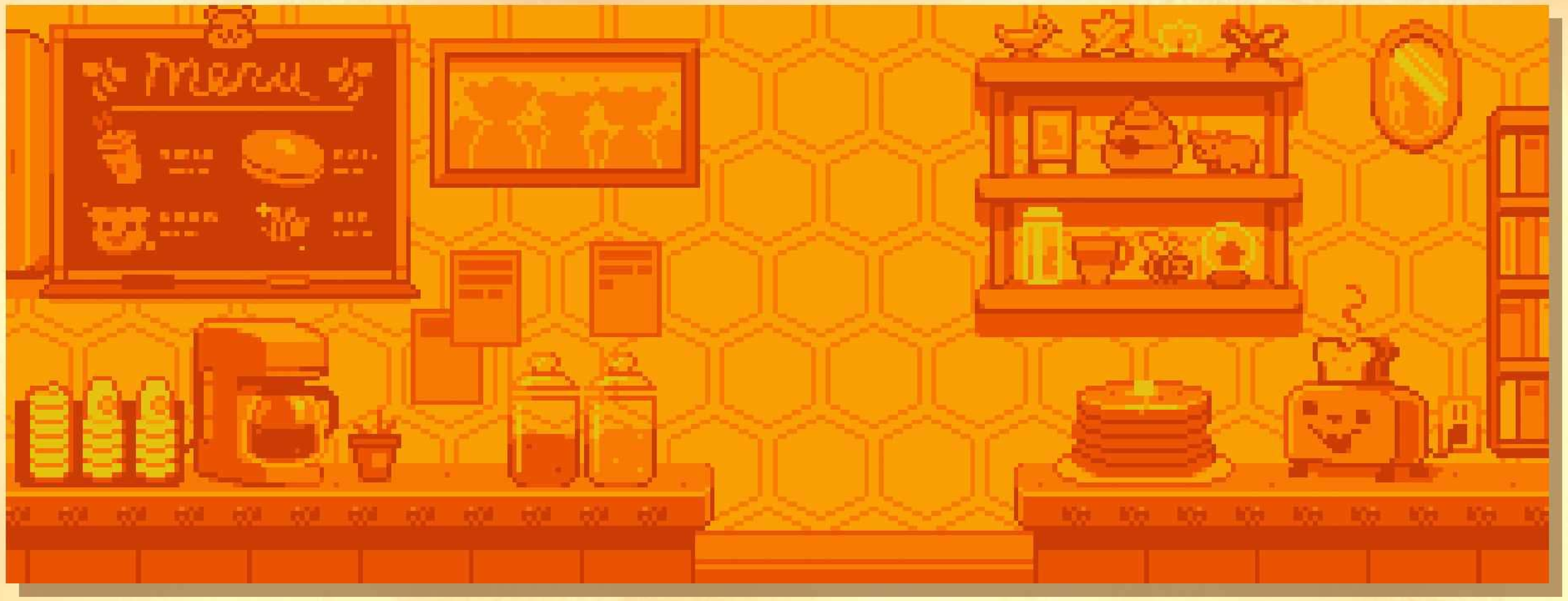
shop sketch.png - 2019
Figburn (Dina by
Deadkat & InkuNoodle)



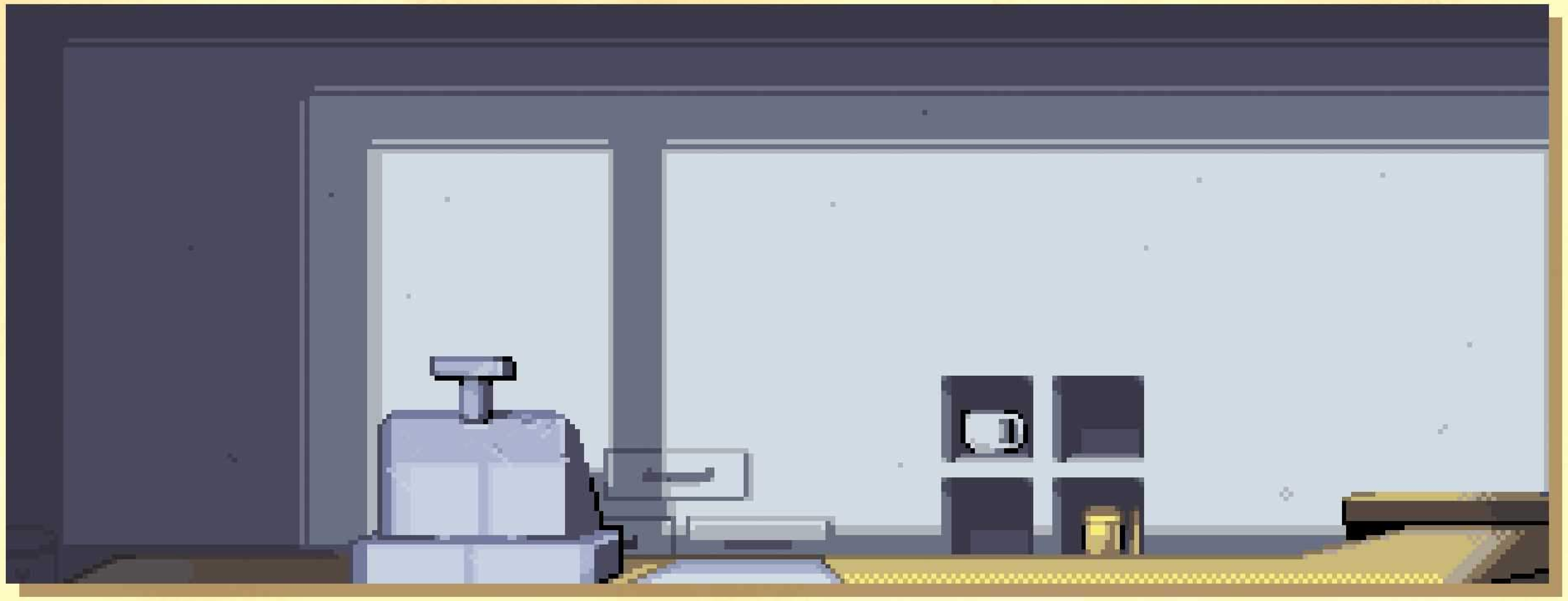
vendy bg test.png - 2020
GlitchedPie (Vendy by
Deadkat)



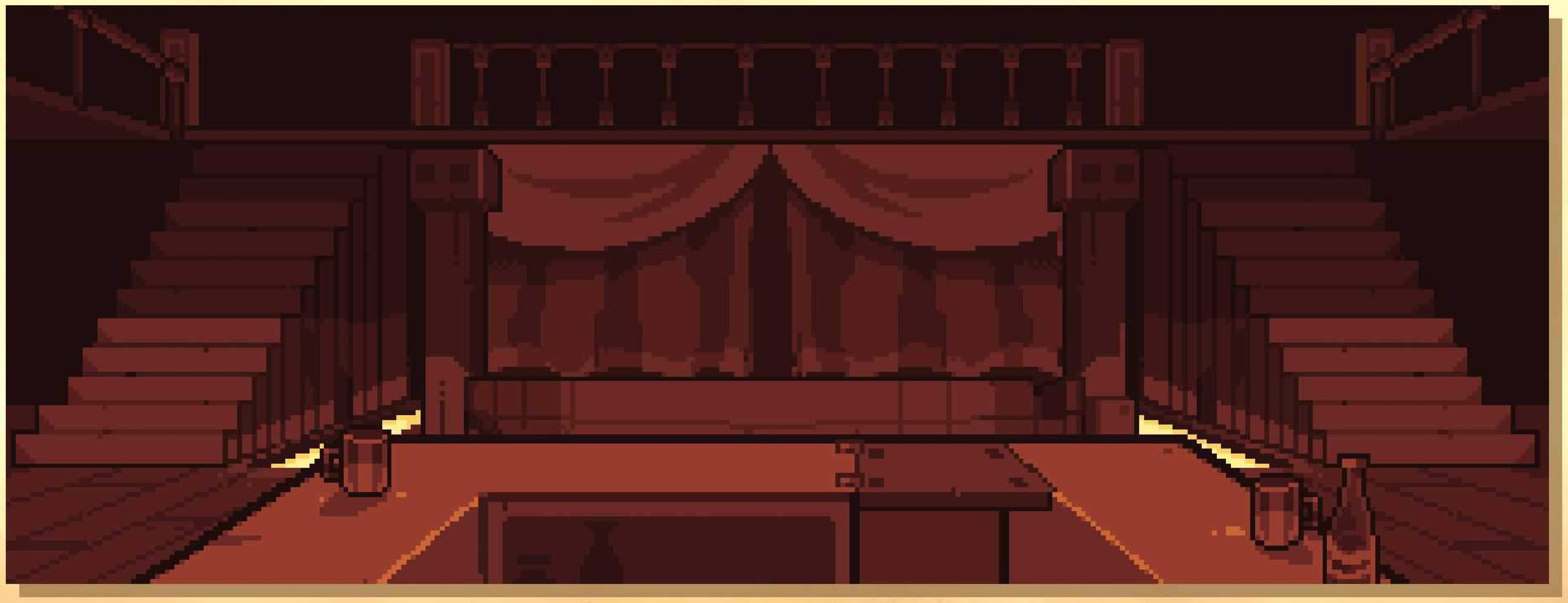
giftshop.png - 2021
GlitchedPie



honeydew_bg.png - 2018
GlitchedPie

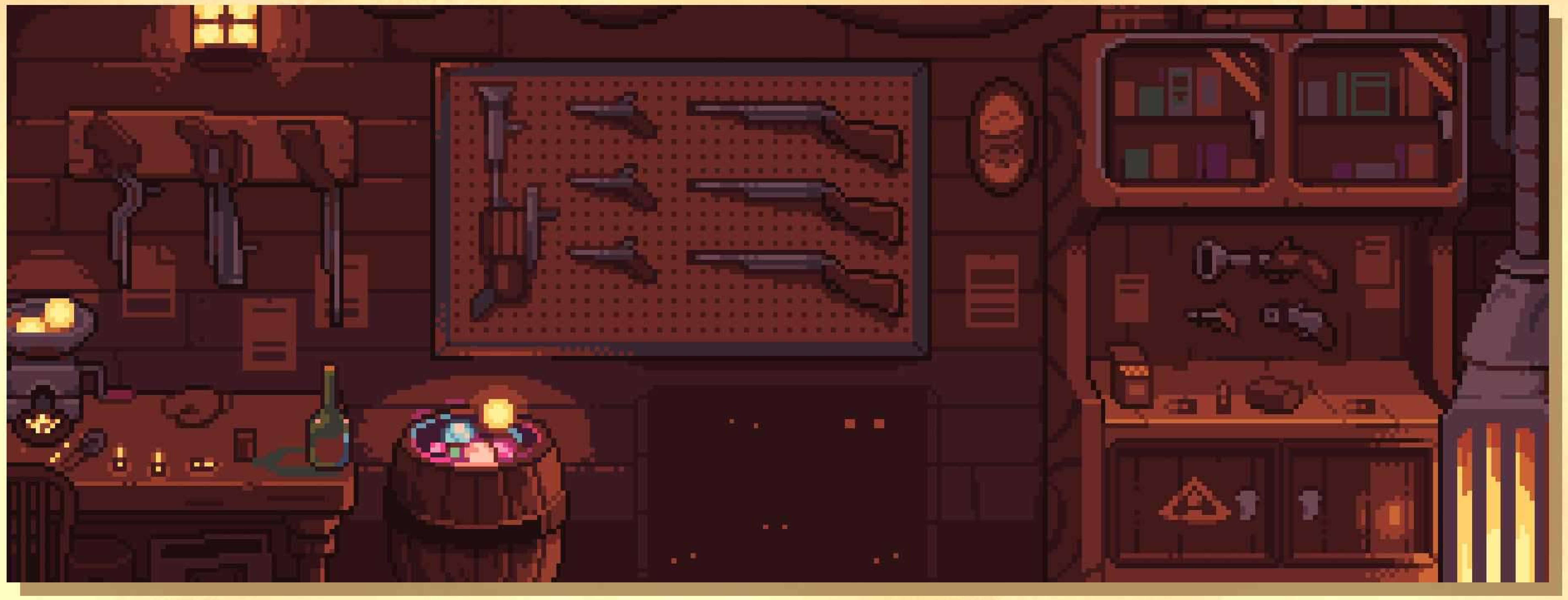


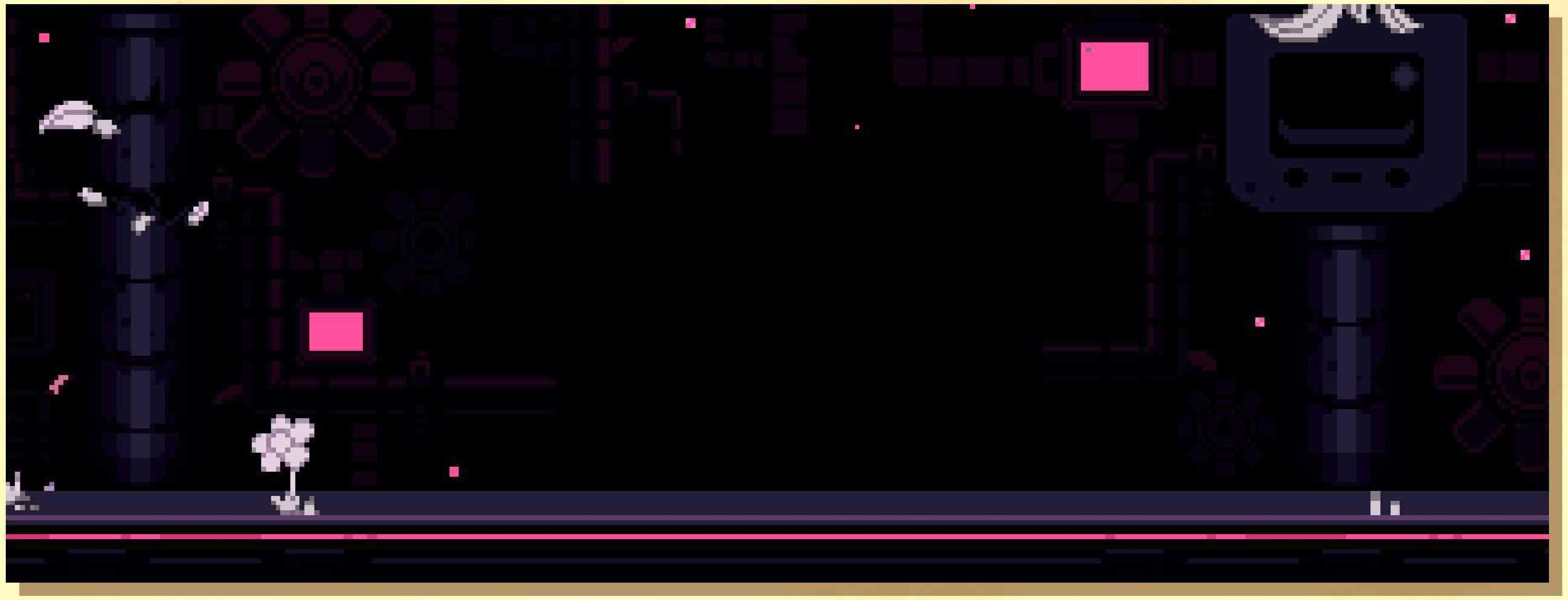
cafe_bg.png - 2022
GlitchedPie



saloon_bg.png - 2019
Figburn

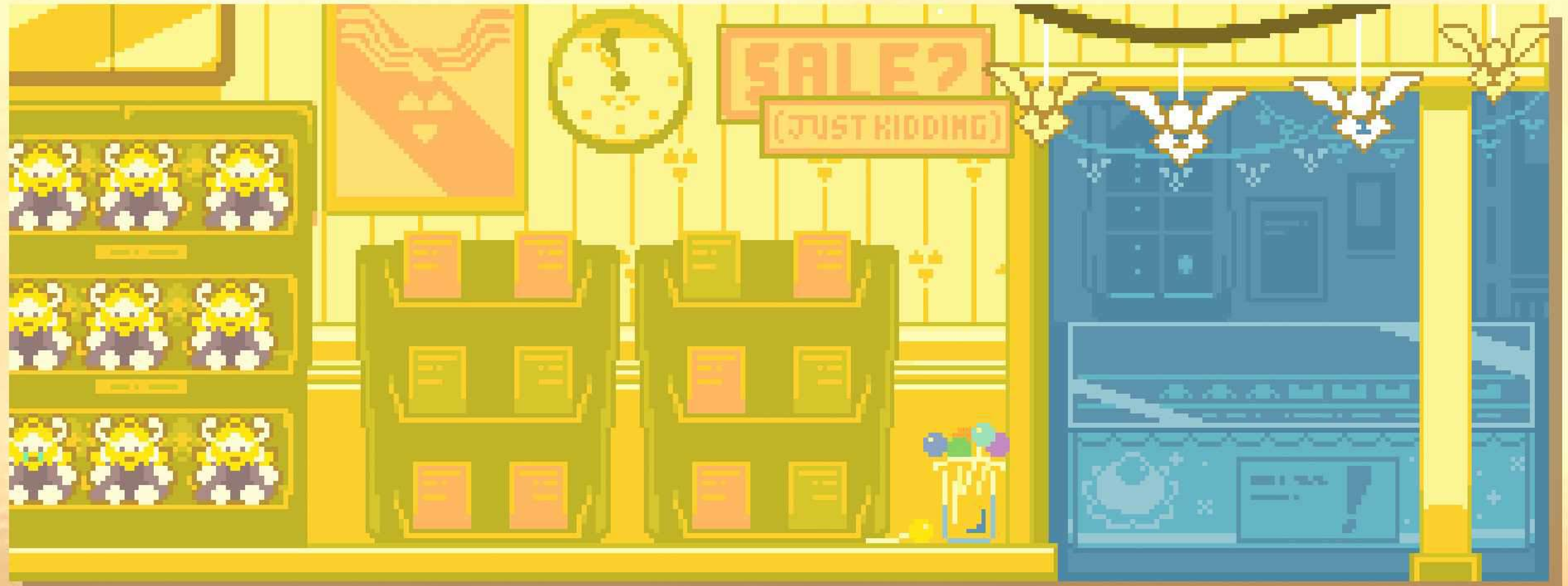
gunshop_bg.png - 2019
GlitchedPie

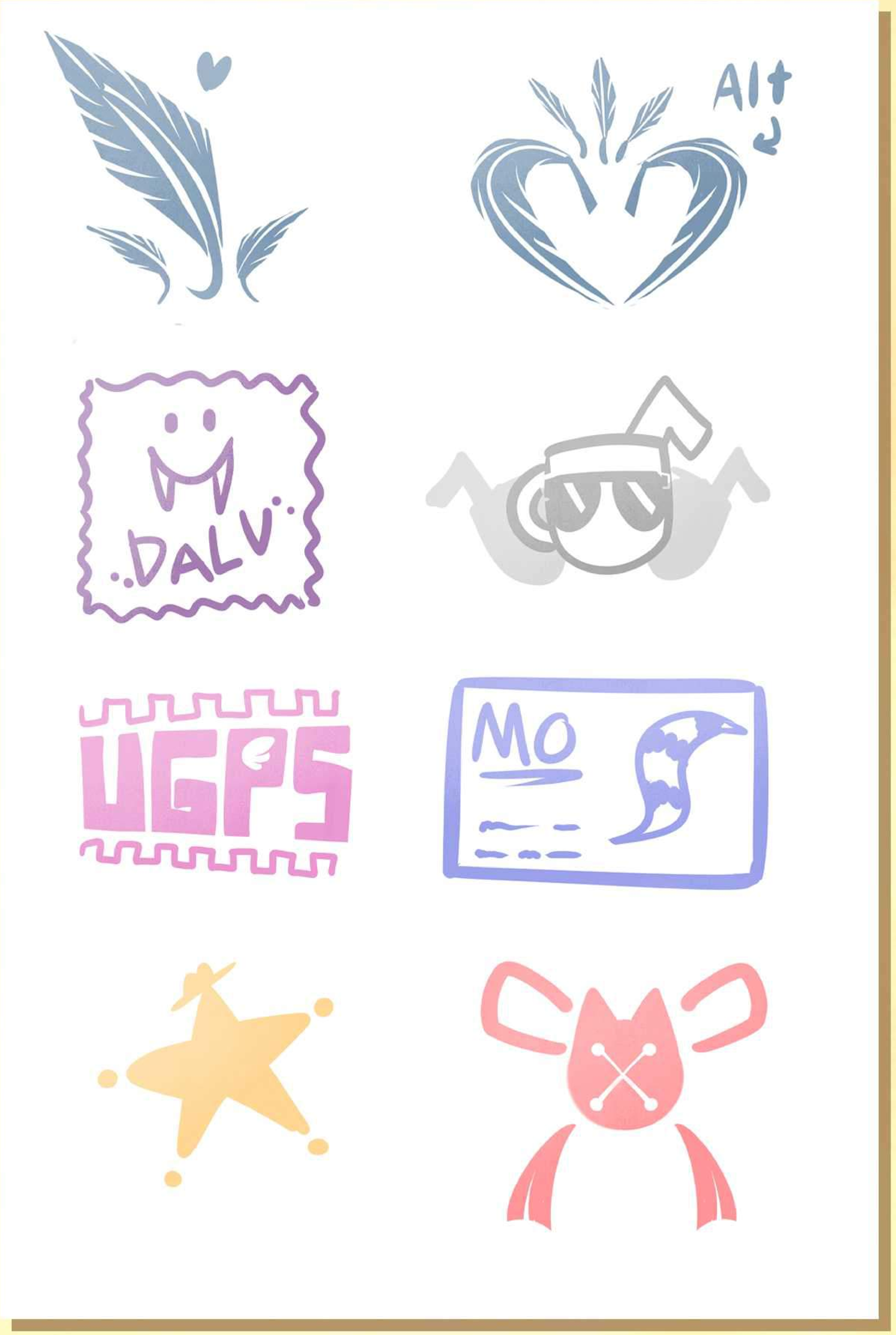




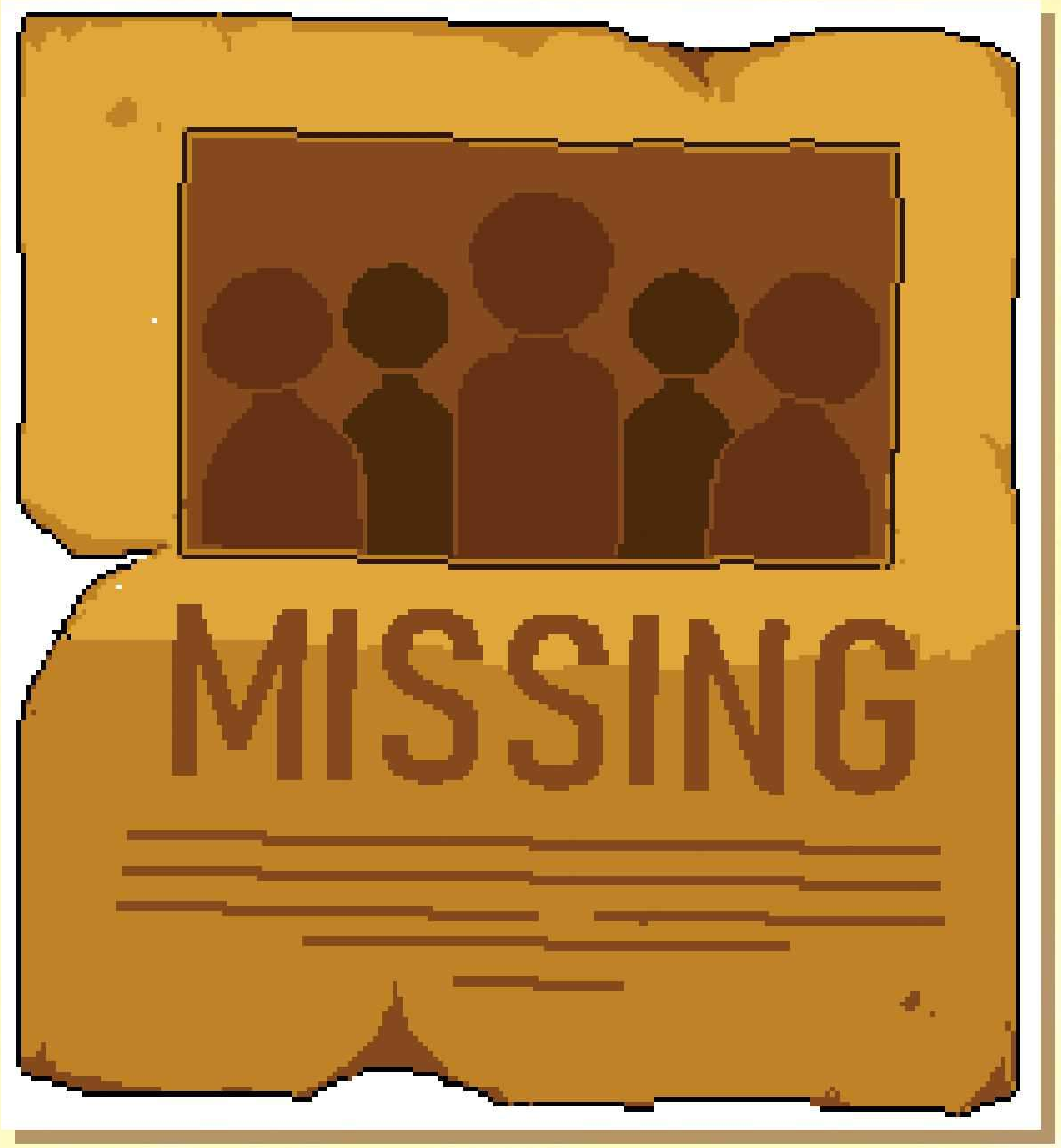
vendy_bg.png - 2023
AeroArtwork

hotshop_bg.png - 2021
GlitchedPie


SALE?
(JUST KIDDING)



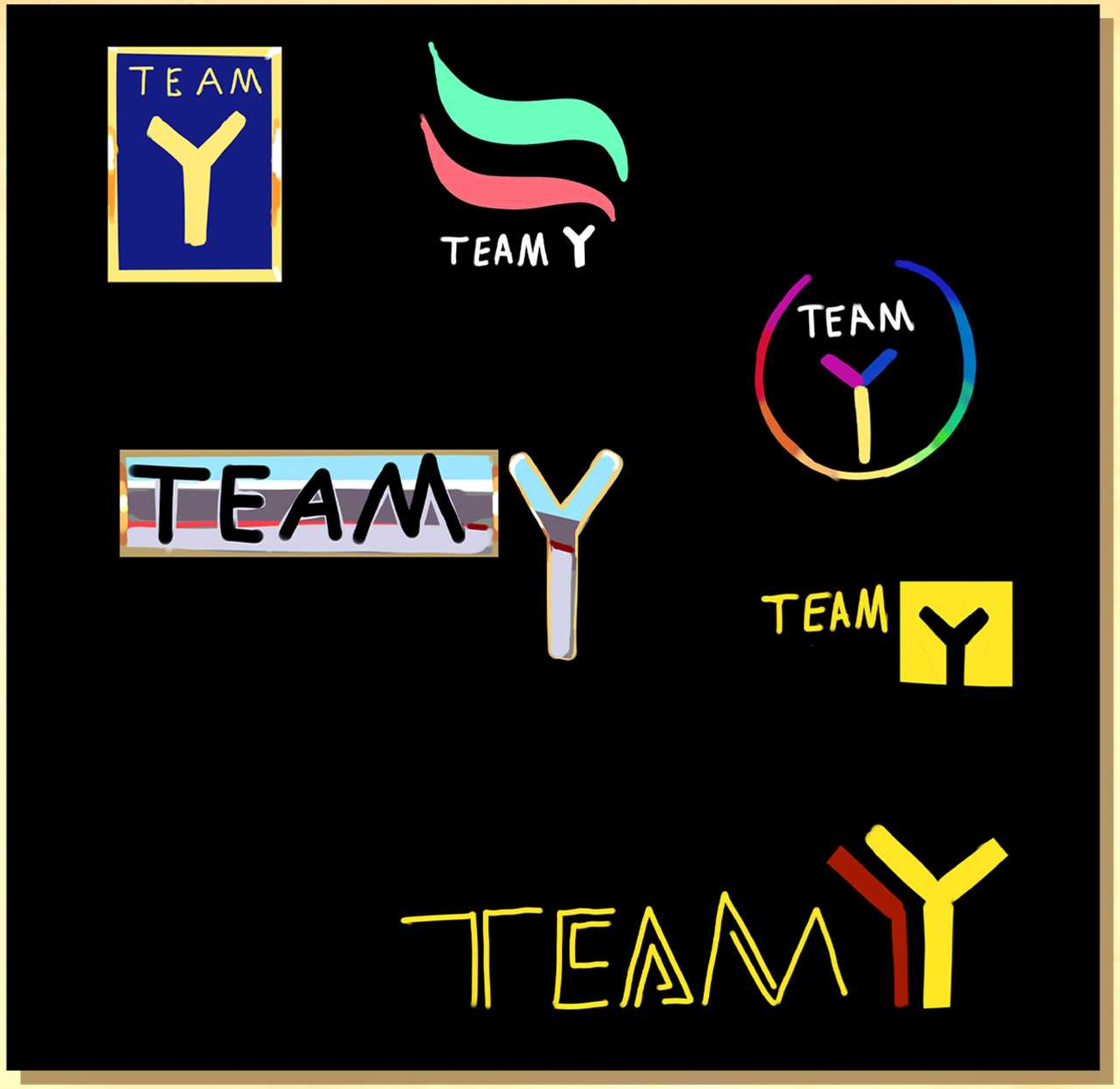
stamps.png - 2018
Figburn



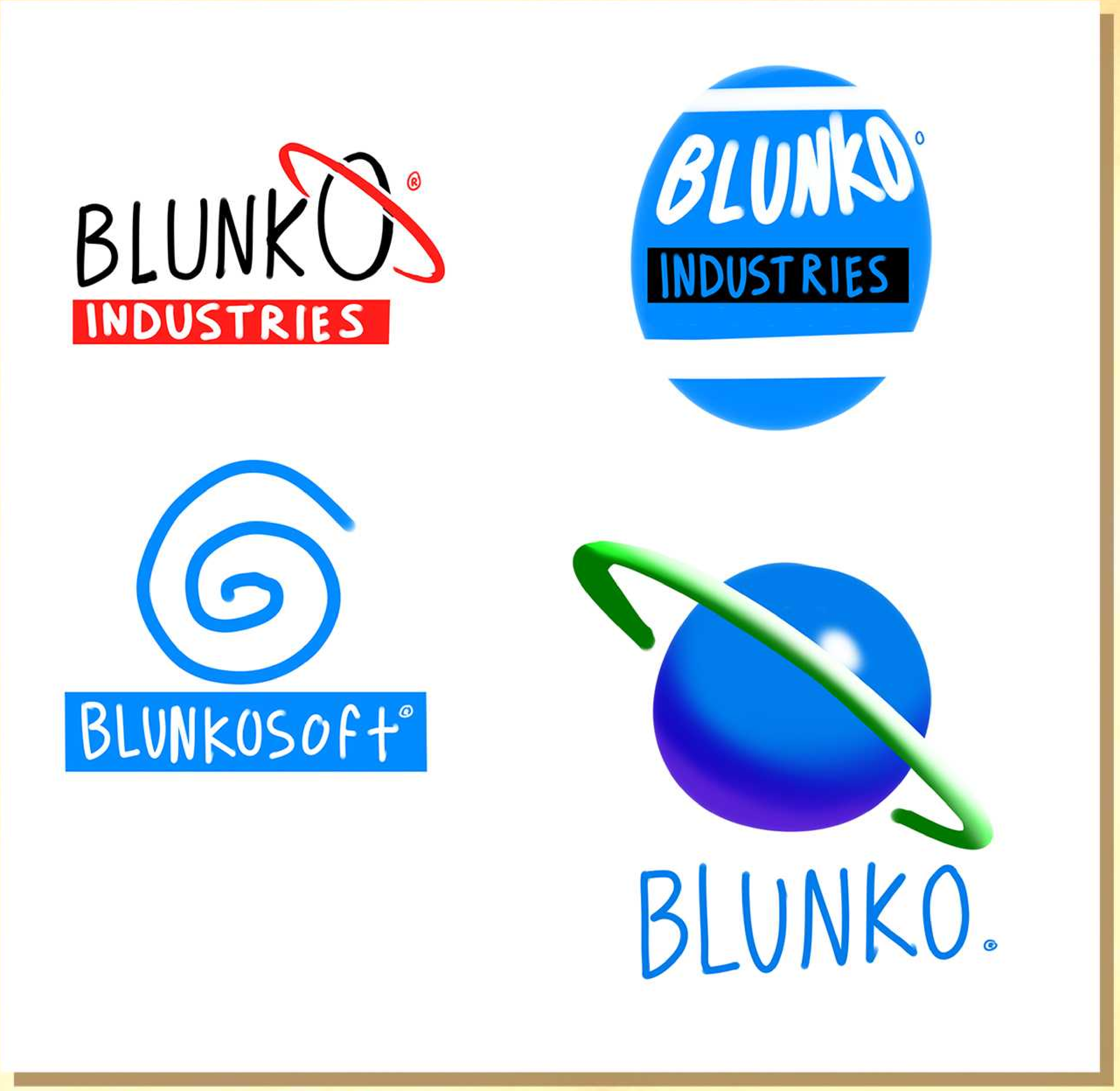
missing_poster.png - 2023
AeroArtwork
We wanted a system for characters to contact the player but felt like the cellphone from UT was a bit fancy and high-tech for Clover.

Basically:
“How did humans talk to each other before phones? Sure, let’s do that.”

- Sword

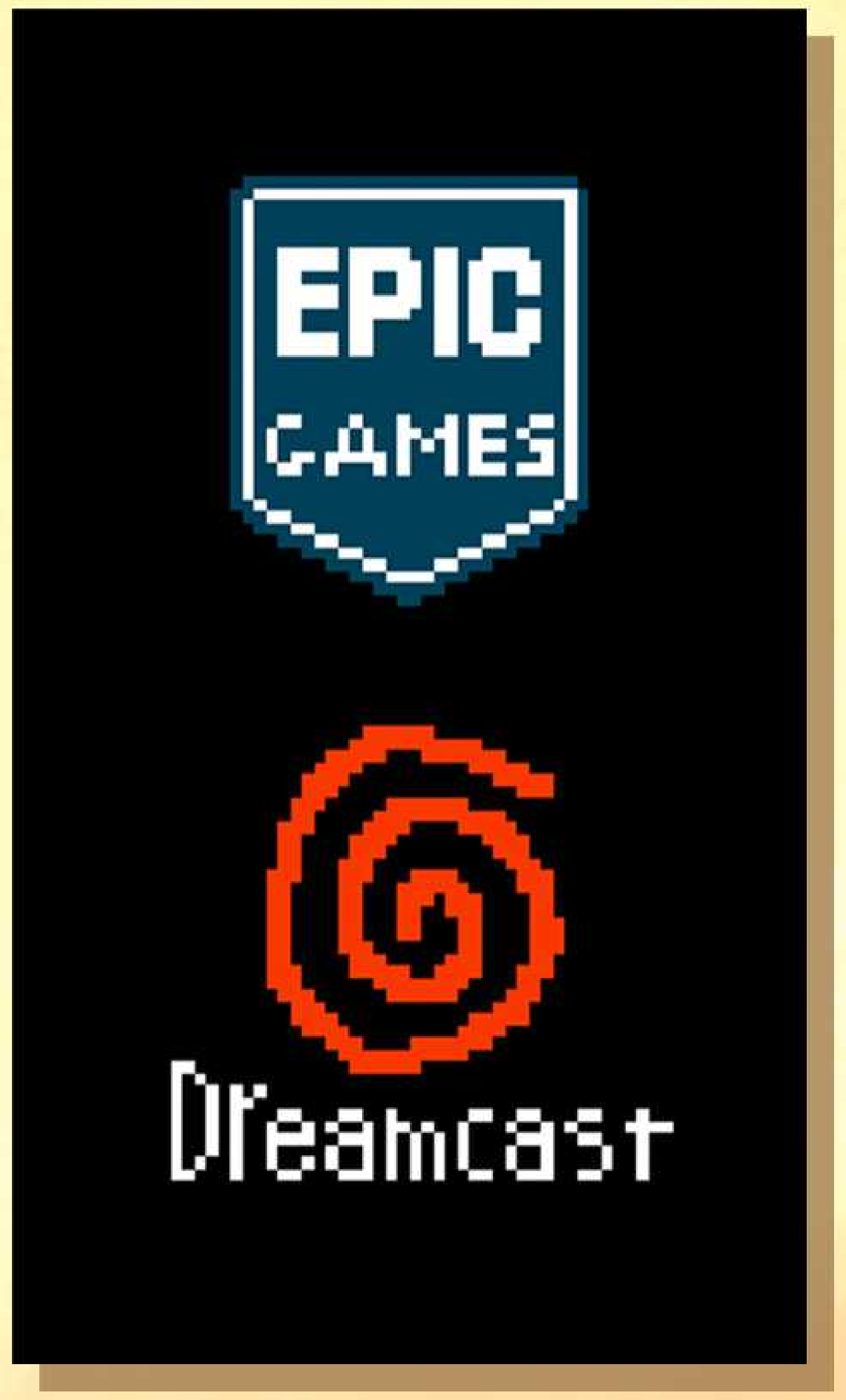

TEAM
Y
TEAM Y
TEAM
TEAM Y
TEAM
TEAM

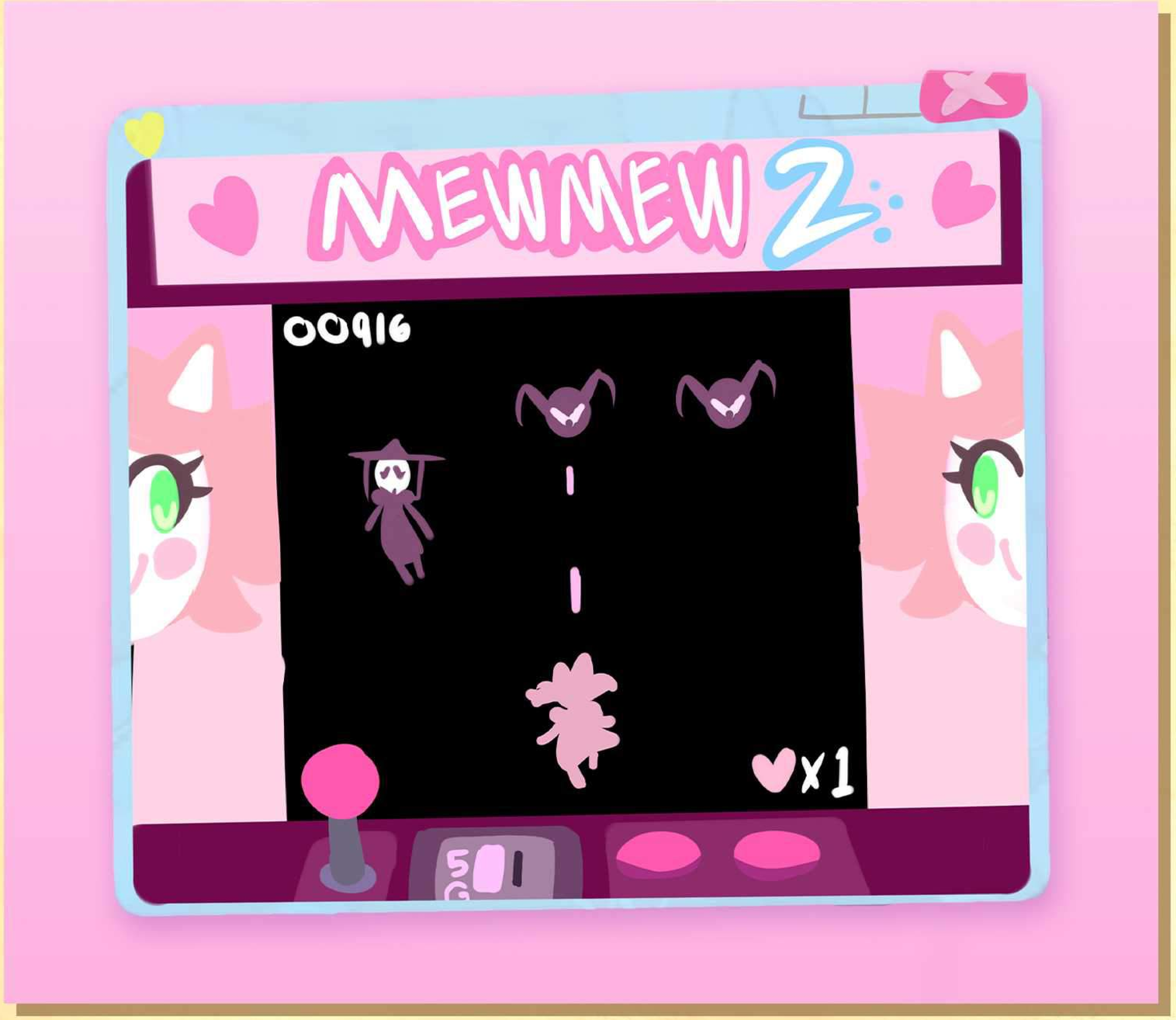
logos.png - 2022
Figburn
I wonder what blunko is doing these days? Maybe they had a modern logo rebranding.
- Fig


BLUNKO
INDUSTRIES
BLUNKO
INDUSTRIES
BLUNKOSOFT
BLUNKO

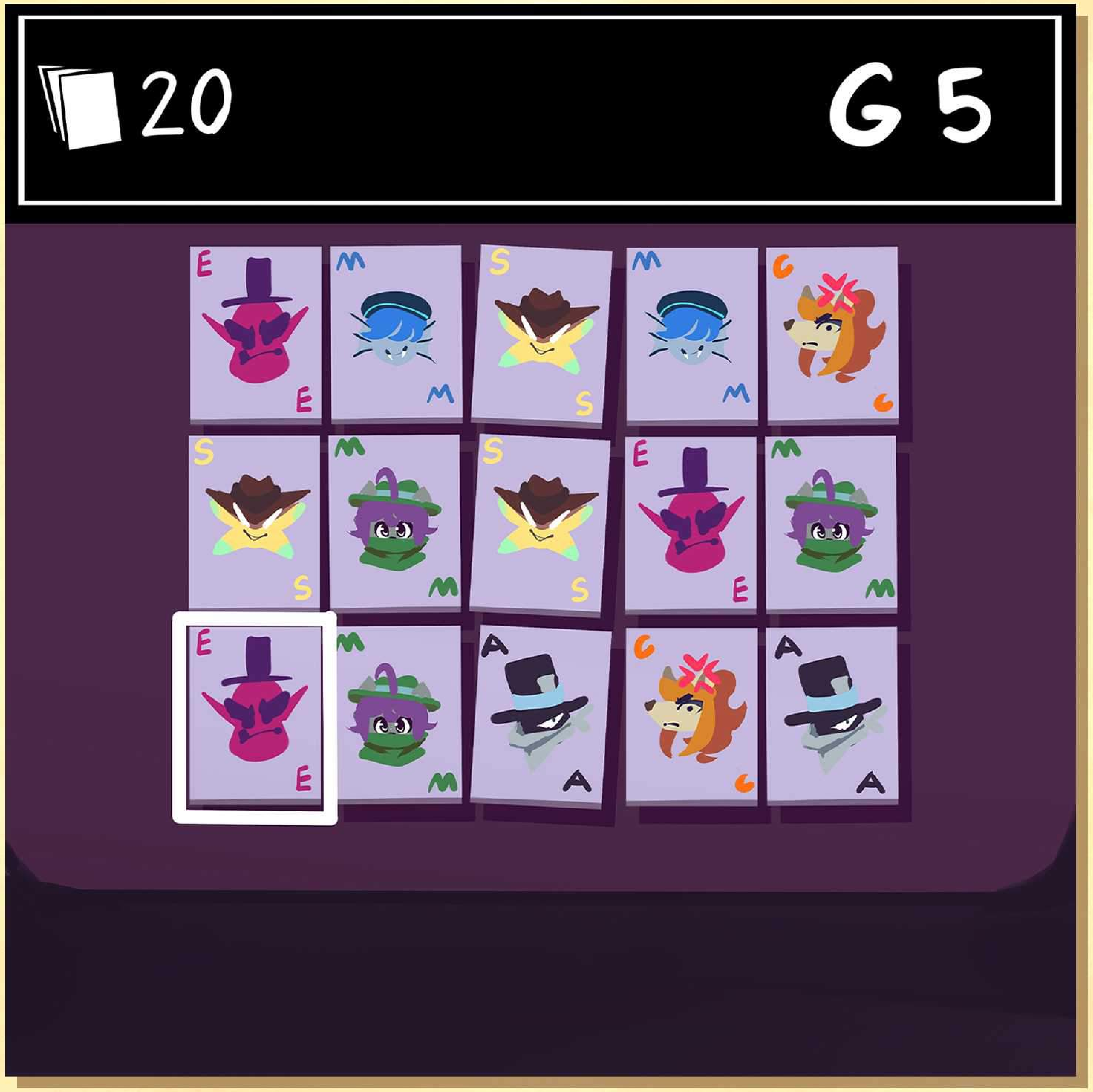
logos2.png - 2022
Figburn

fake logos.png - 2019
Figburn
Gag logos used before the real logos were designed.
- Sword

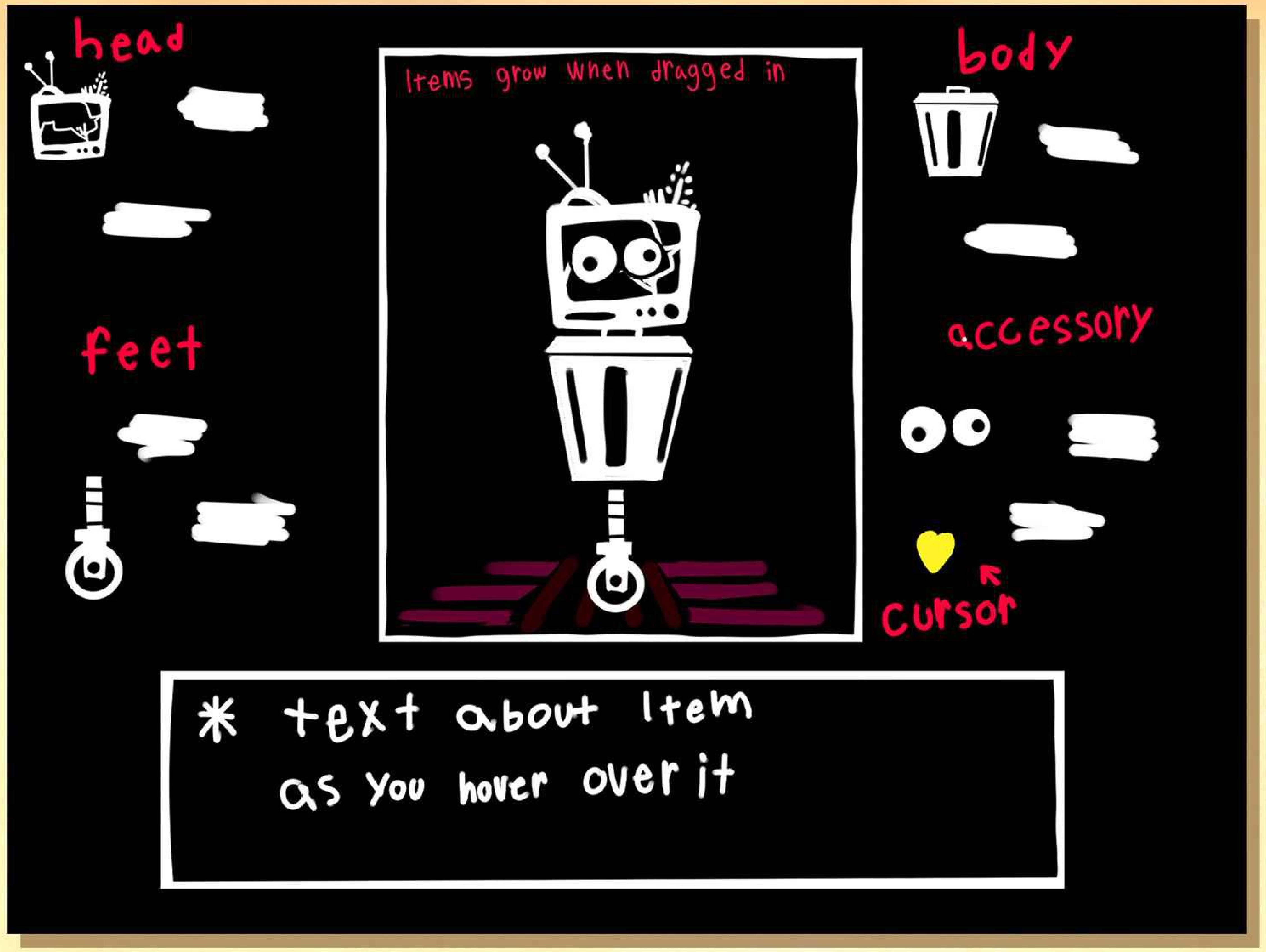

EPIC
GAMES
Dreamcast



mew_mew.png - 2018
Figburn
Our initial idea of having a space shooter arcade game very quickly transformed into being a Mew Mew game, slotting it nicely into the world.
- Fig

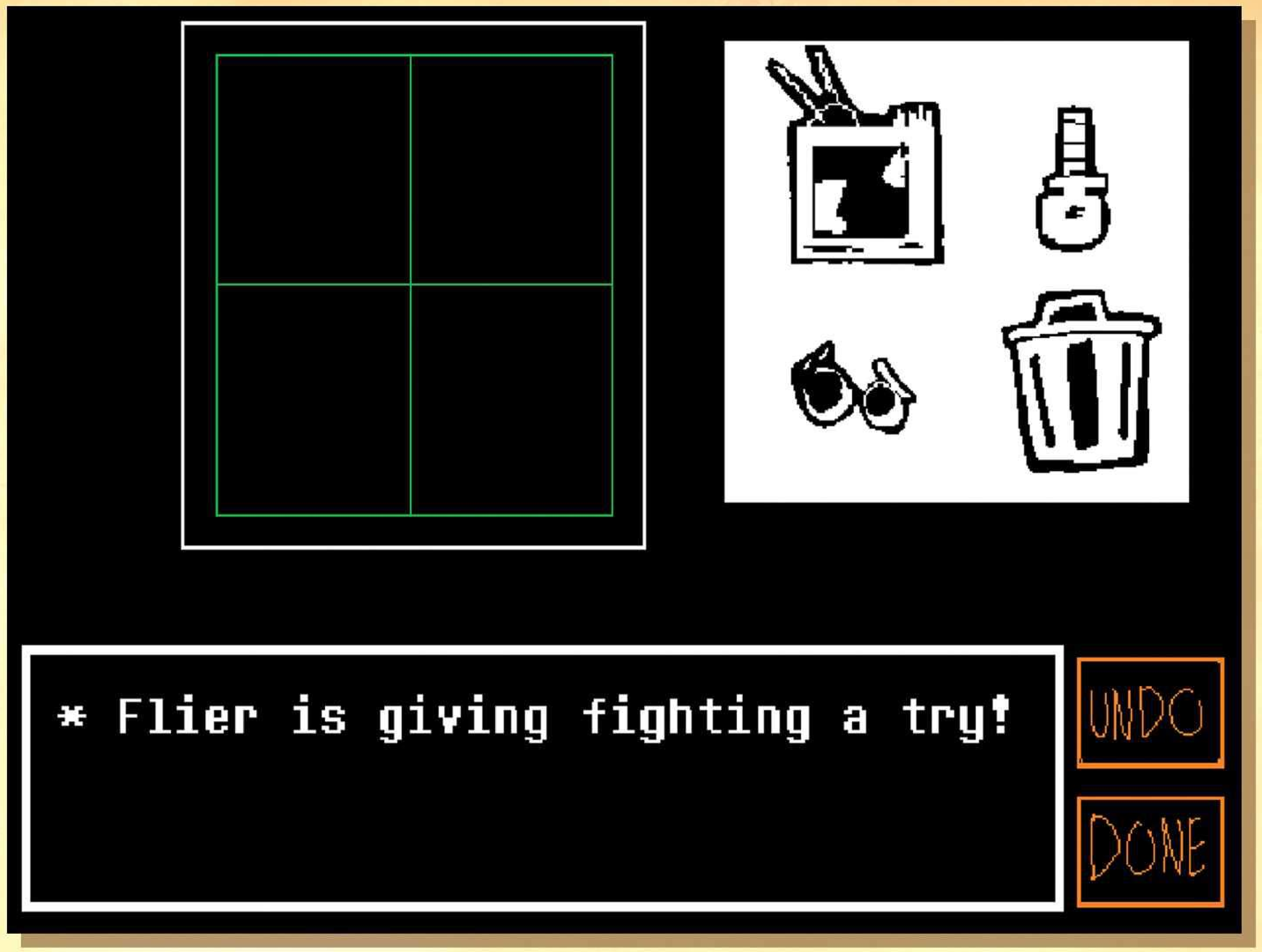


card_table.png - 2019
Figburn
A game not unfit for a certain green casino.
- Sword


head
Items grow when dragged in
body
feet
accessory
cursor

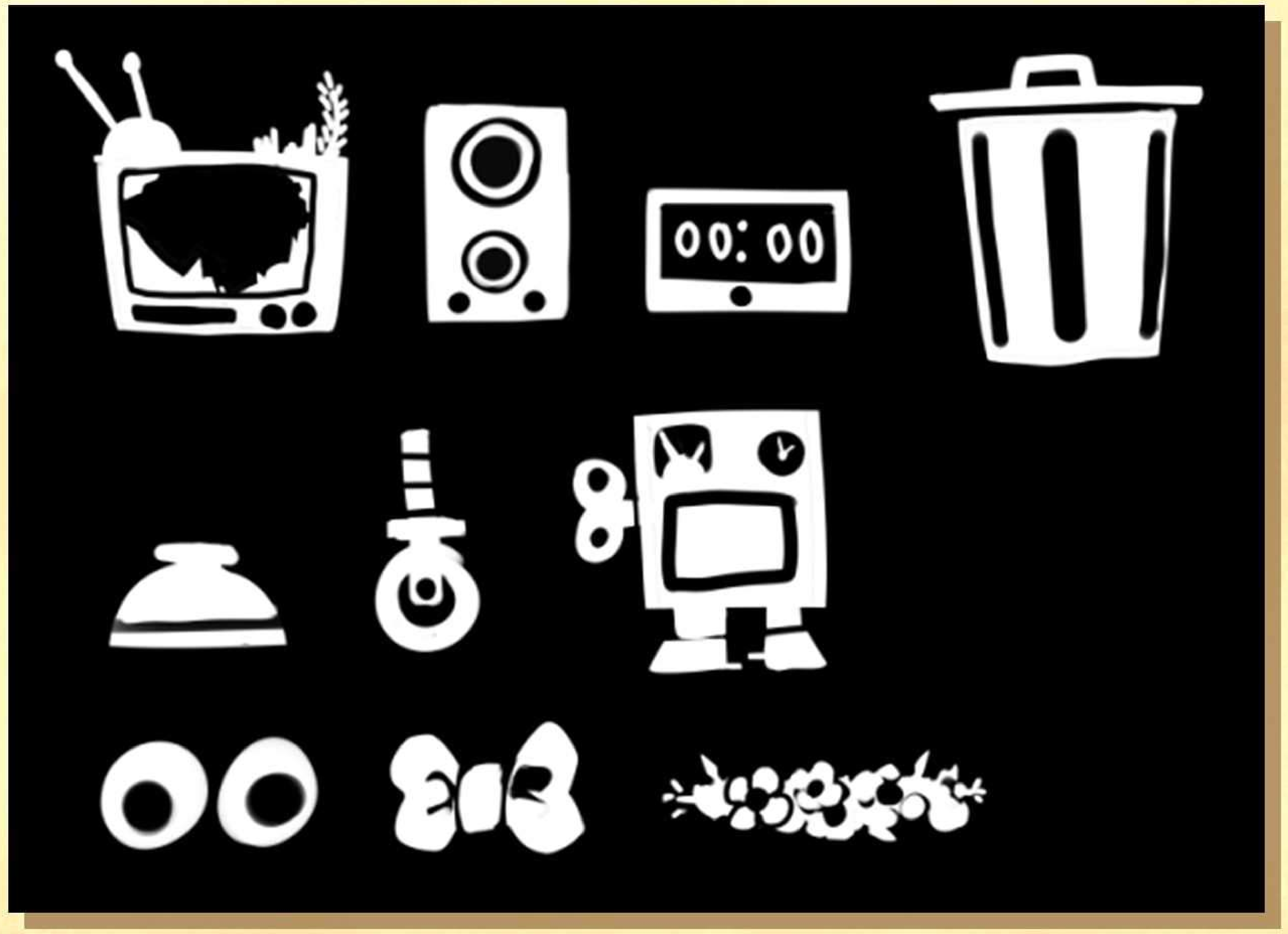
* text about Item as you hover over it

build_a_bot_old.png - 2020
Figburn
In my head the minigame looked more like this, with every item available in the screen. But we changed it to be good.
- Fig

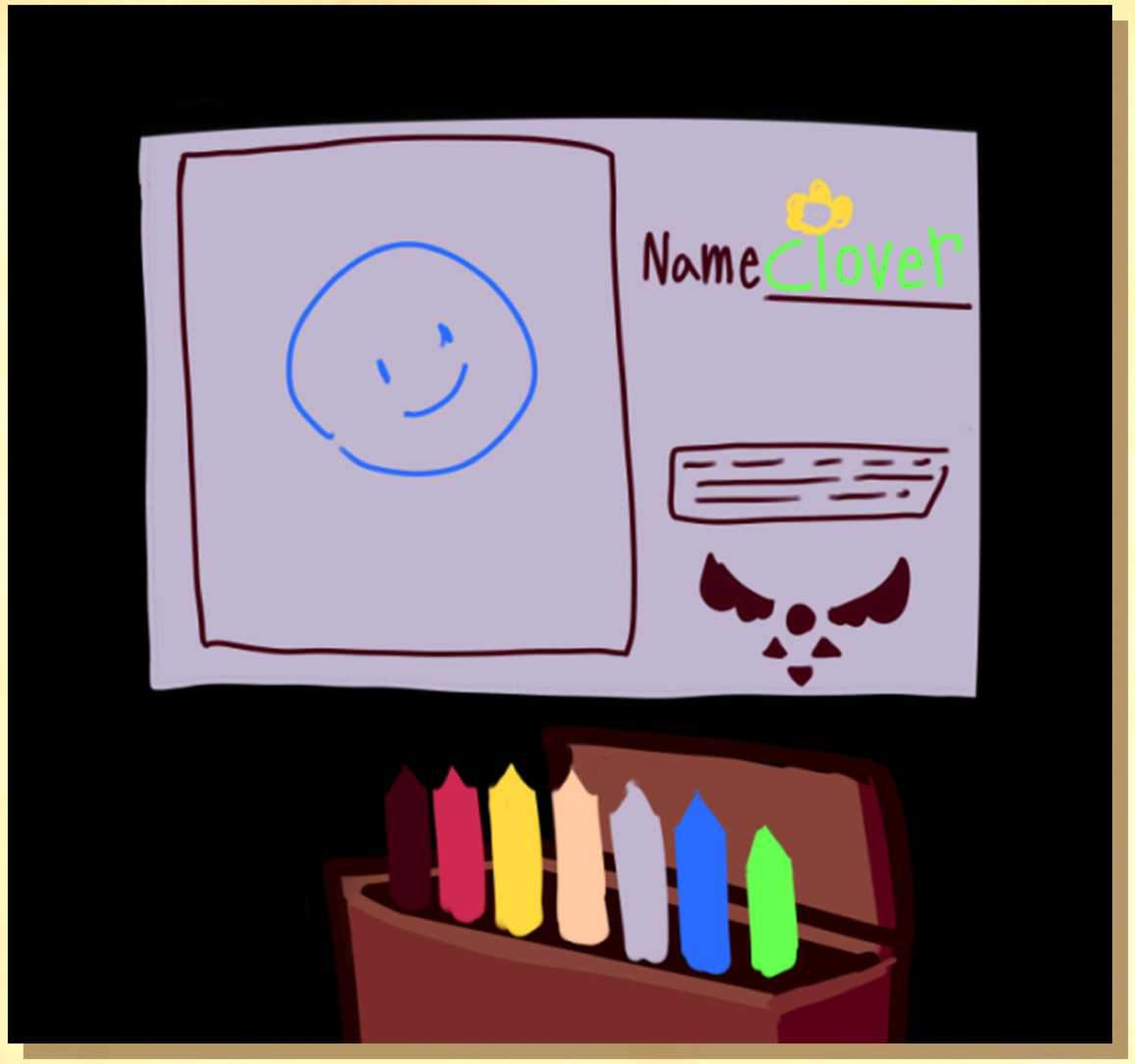


* Flier is giving fighting a try!

build_a_bot.png - 2020
Figburn

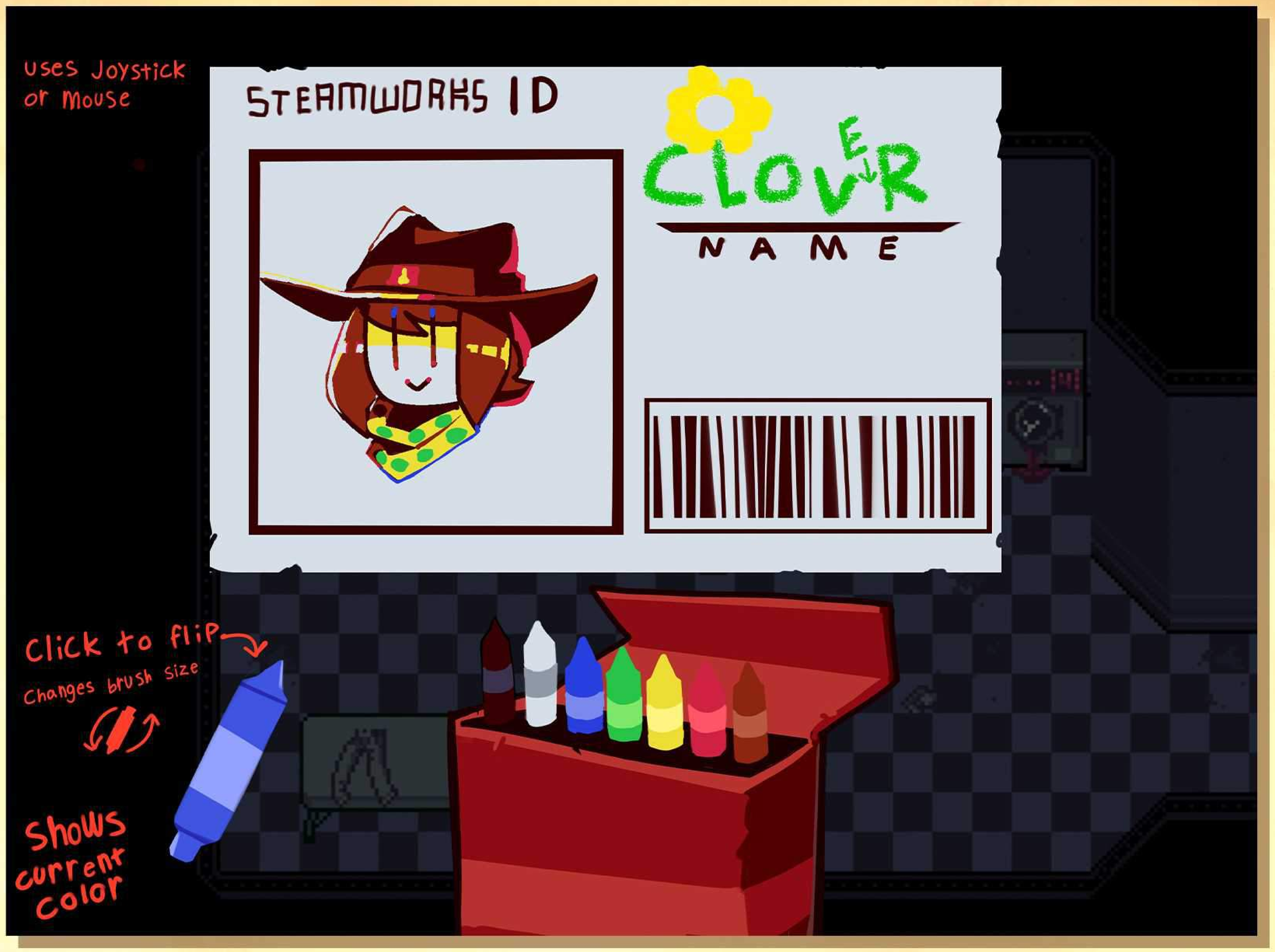


bot pieces.png - 2020
Figburn

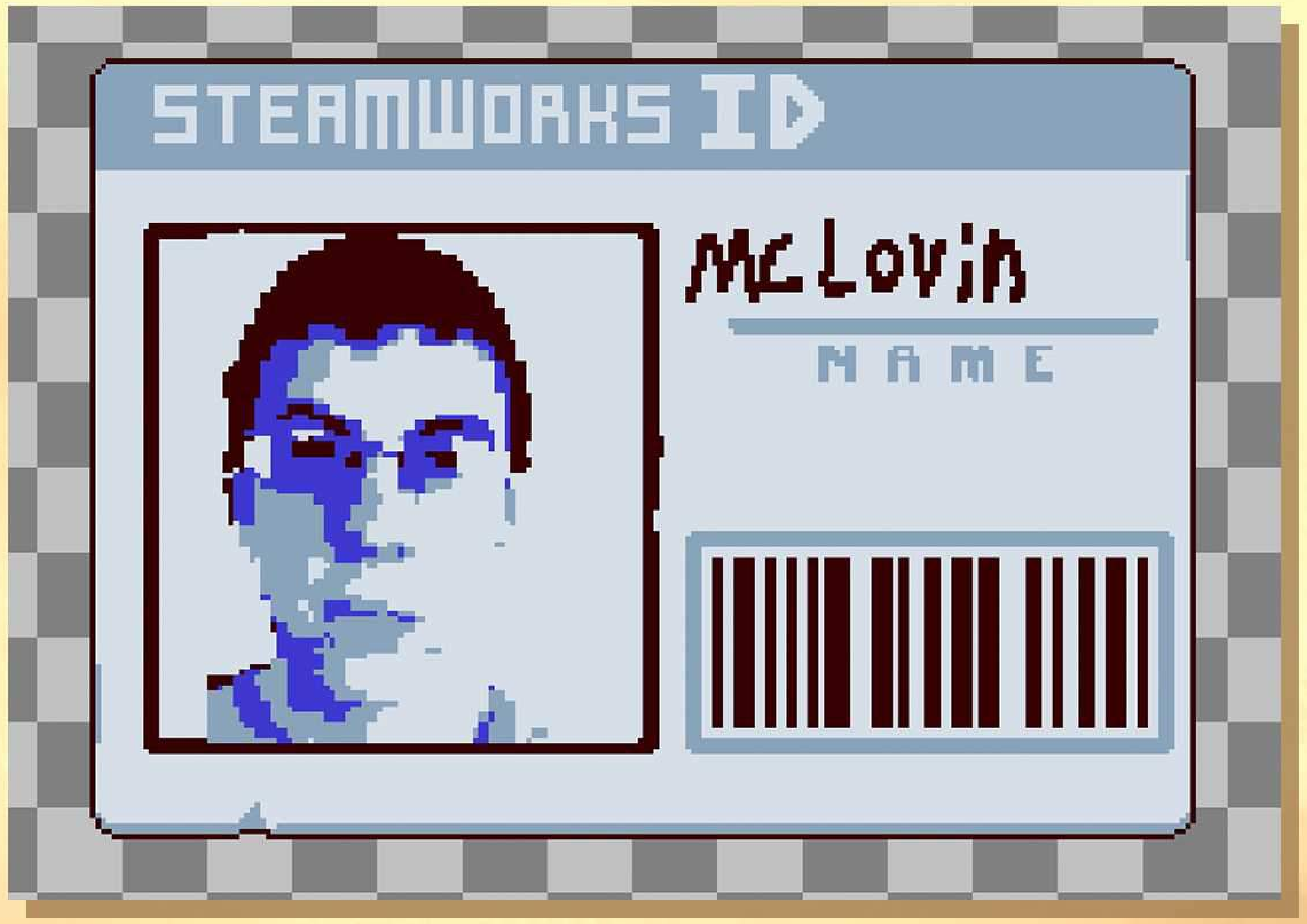

Name
Clover

draw time.png - 2020
Figburn
Of course I love drawing, and I especially love creation minigames.

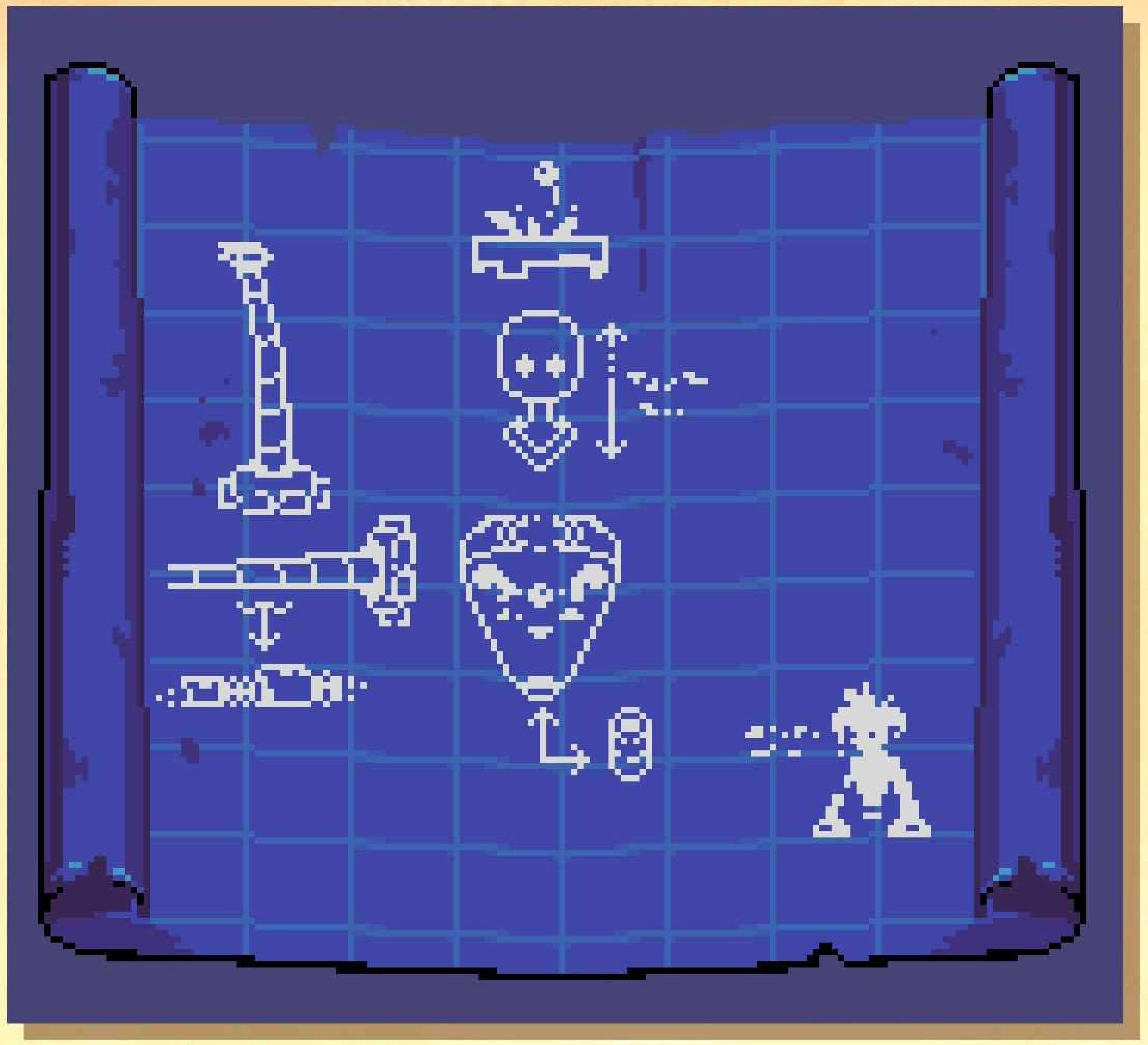
Something as simple as the ID minigame accomplished a lot in terms of pacing, character/world building, and separating the neutral route from the other routes.
- Fig


uses Joystick or Mouse
STEAMWORKS ID
CLOVER
NAME
Click to flip
Changes brush size
Shows current color

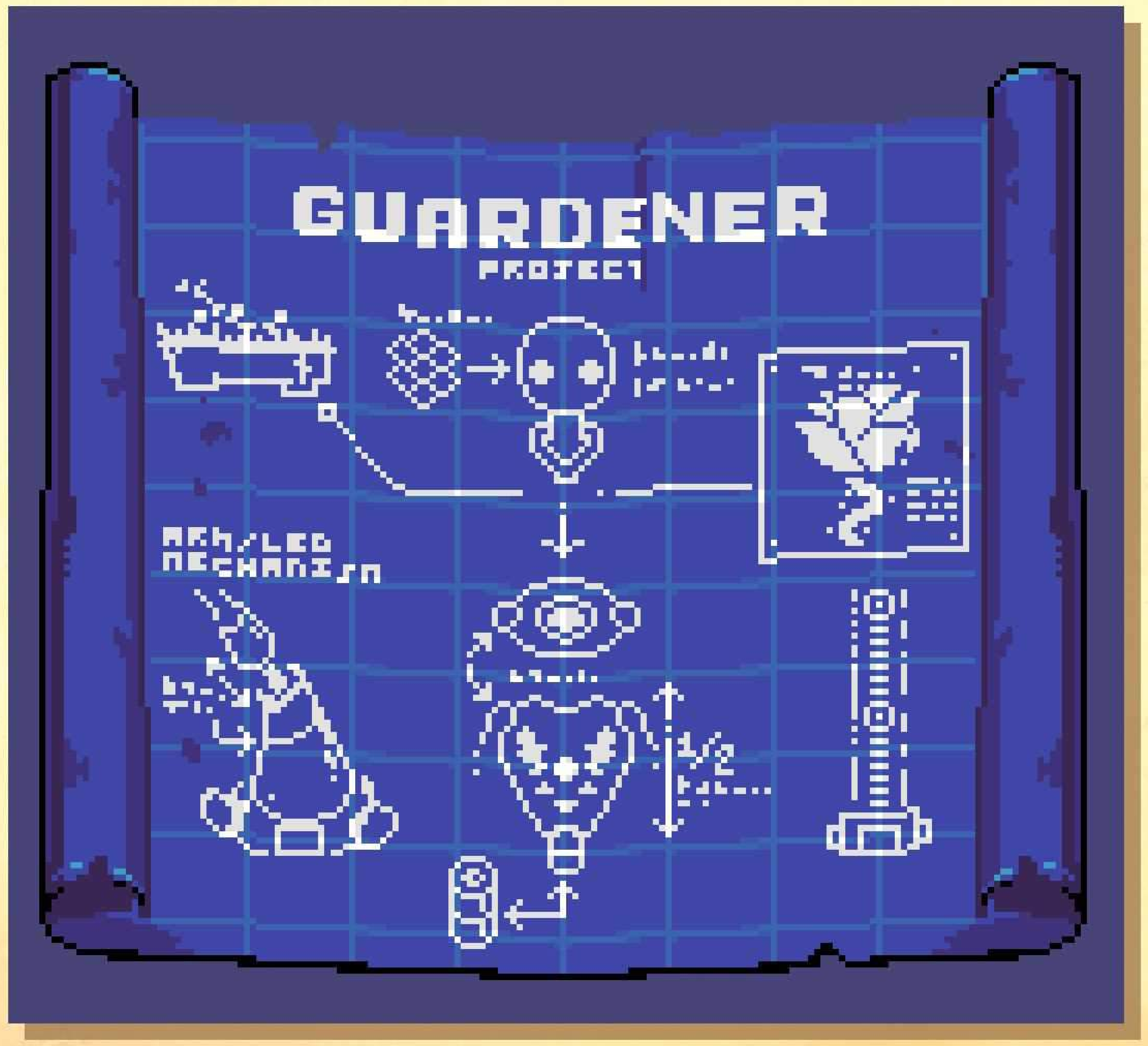
ID.png - 2020
Figburn


STEAMWORKS ID
McLovin
NAME

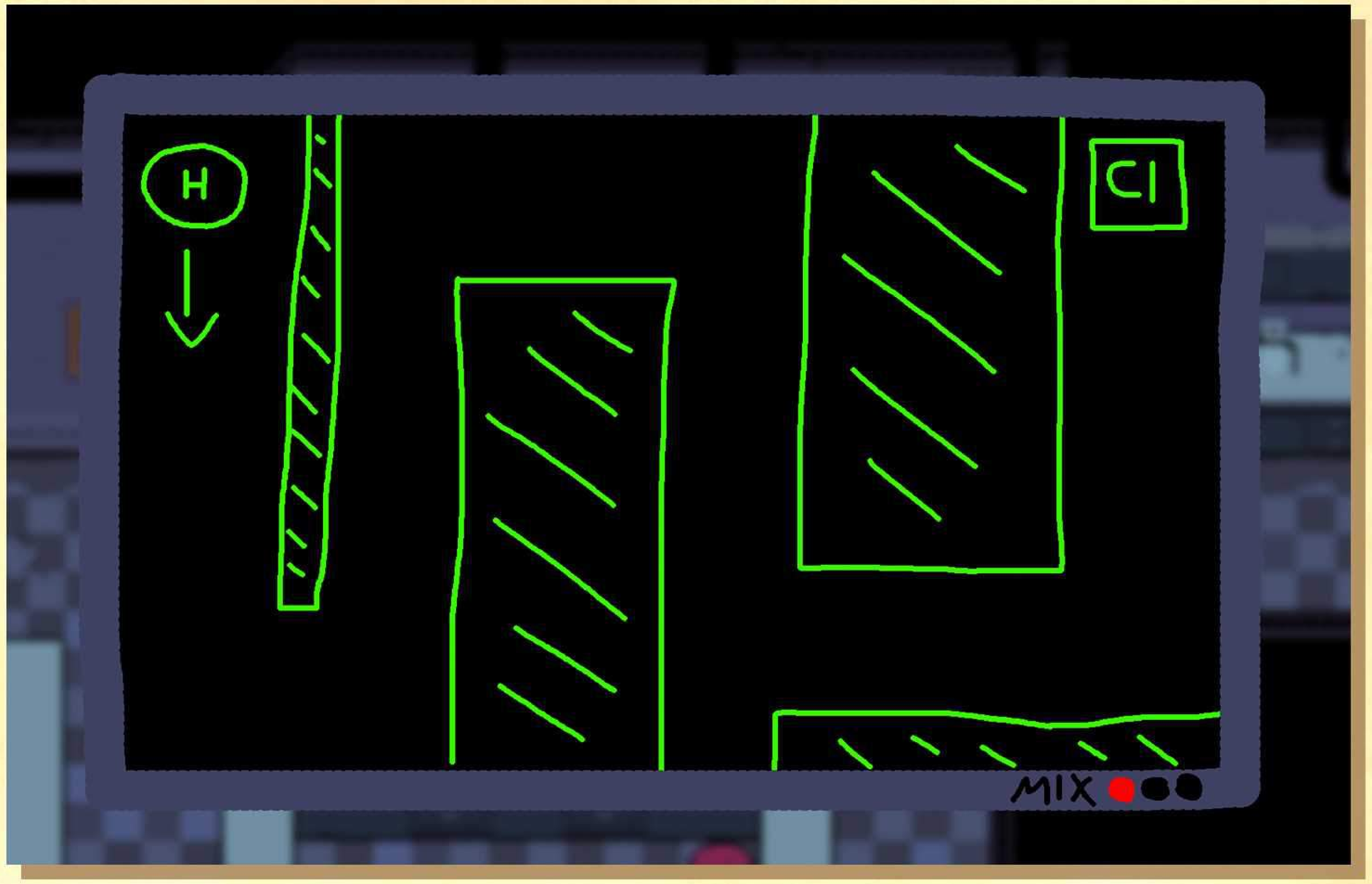
mclovin.png - 2021
Figburn
At some point, Deadkat made it possible to import images into the ID creator.
- Sword



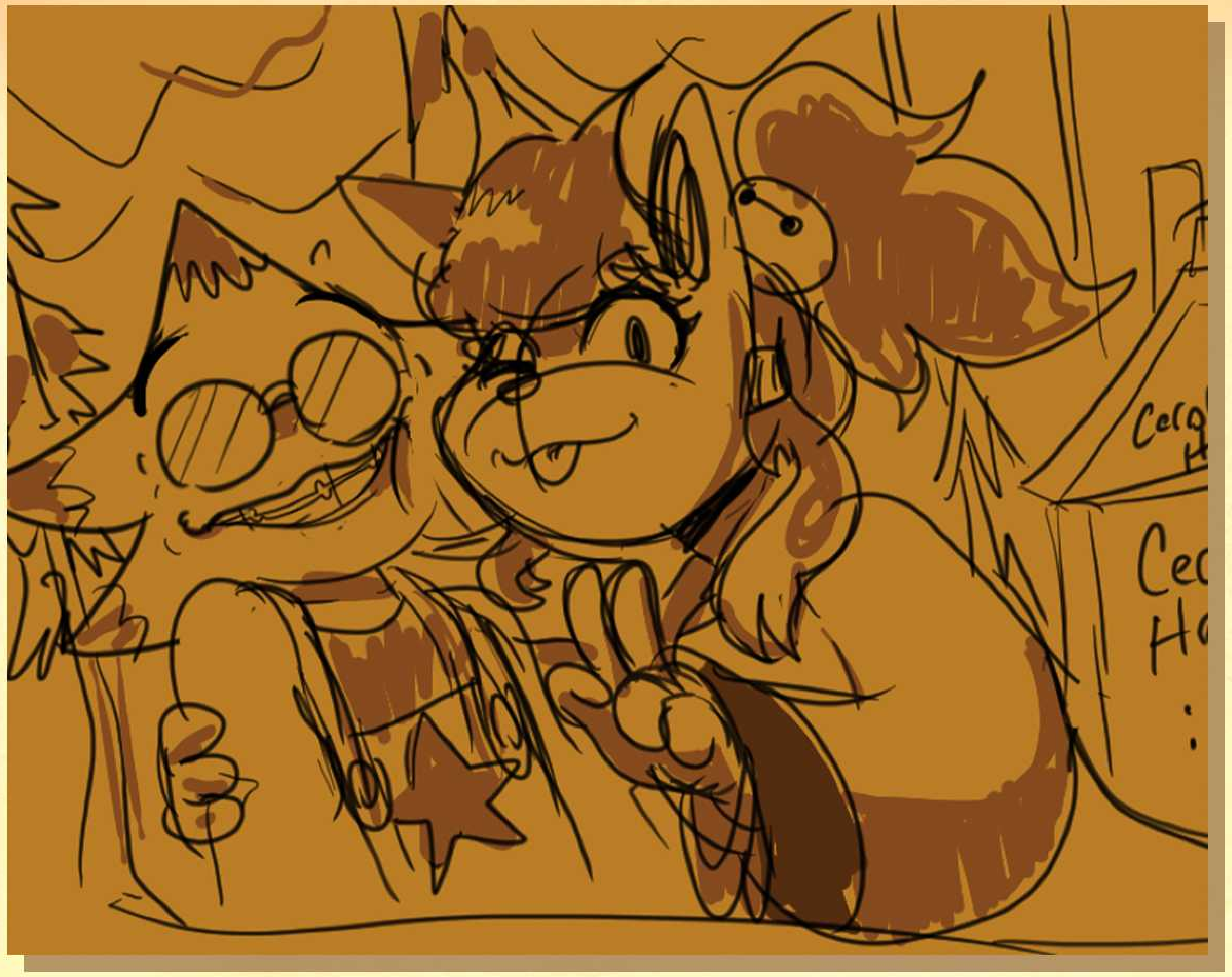
blueprint tests.png - 2020
Deadkat


GUARDENER
PROJECT
ARM/LEG
MECHANISM
1/2

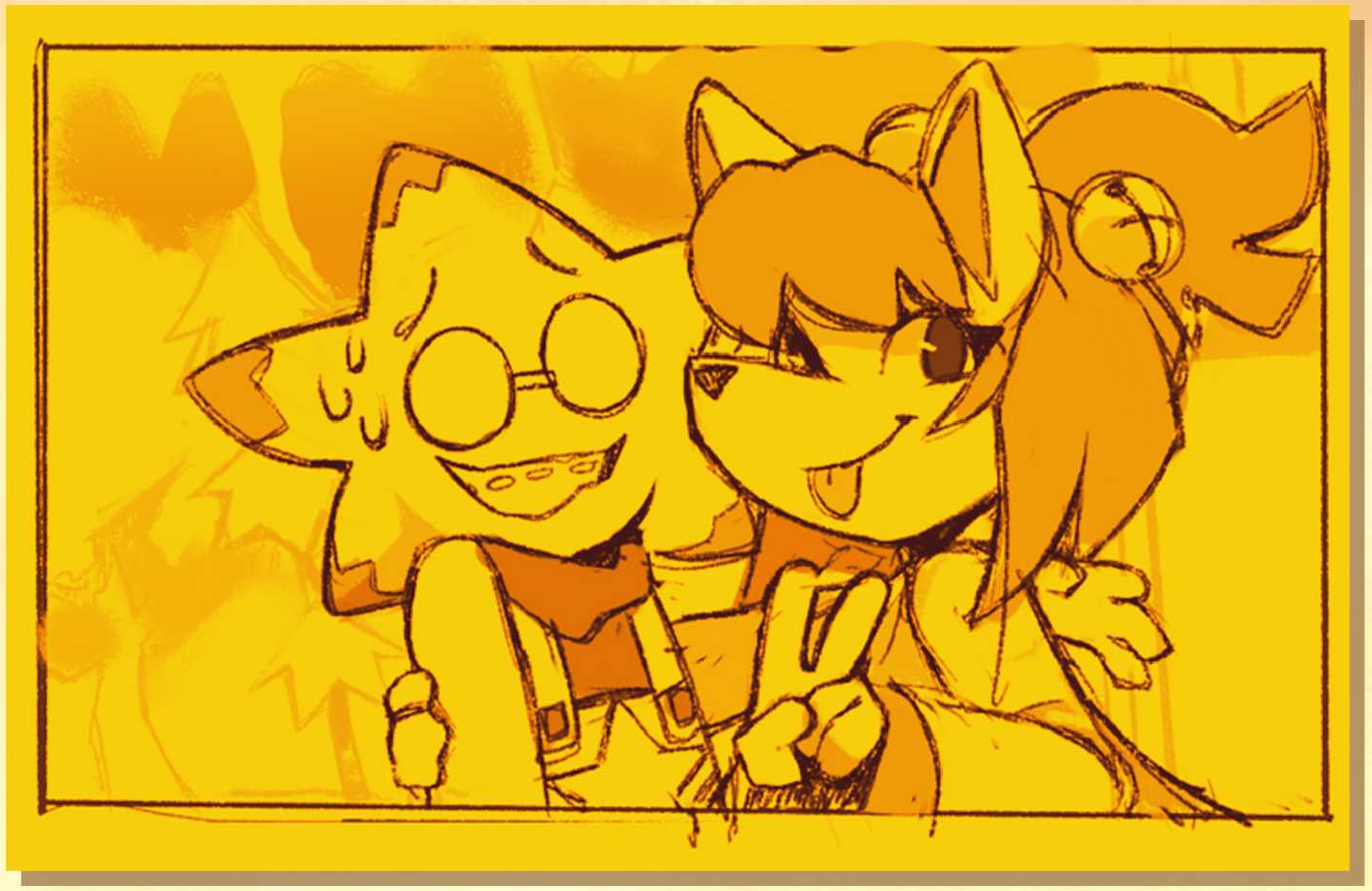
blueprint_new_tests3.png - 2020
Deadkat



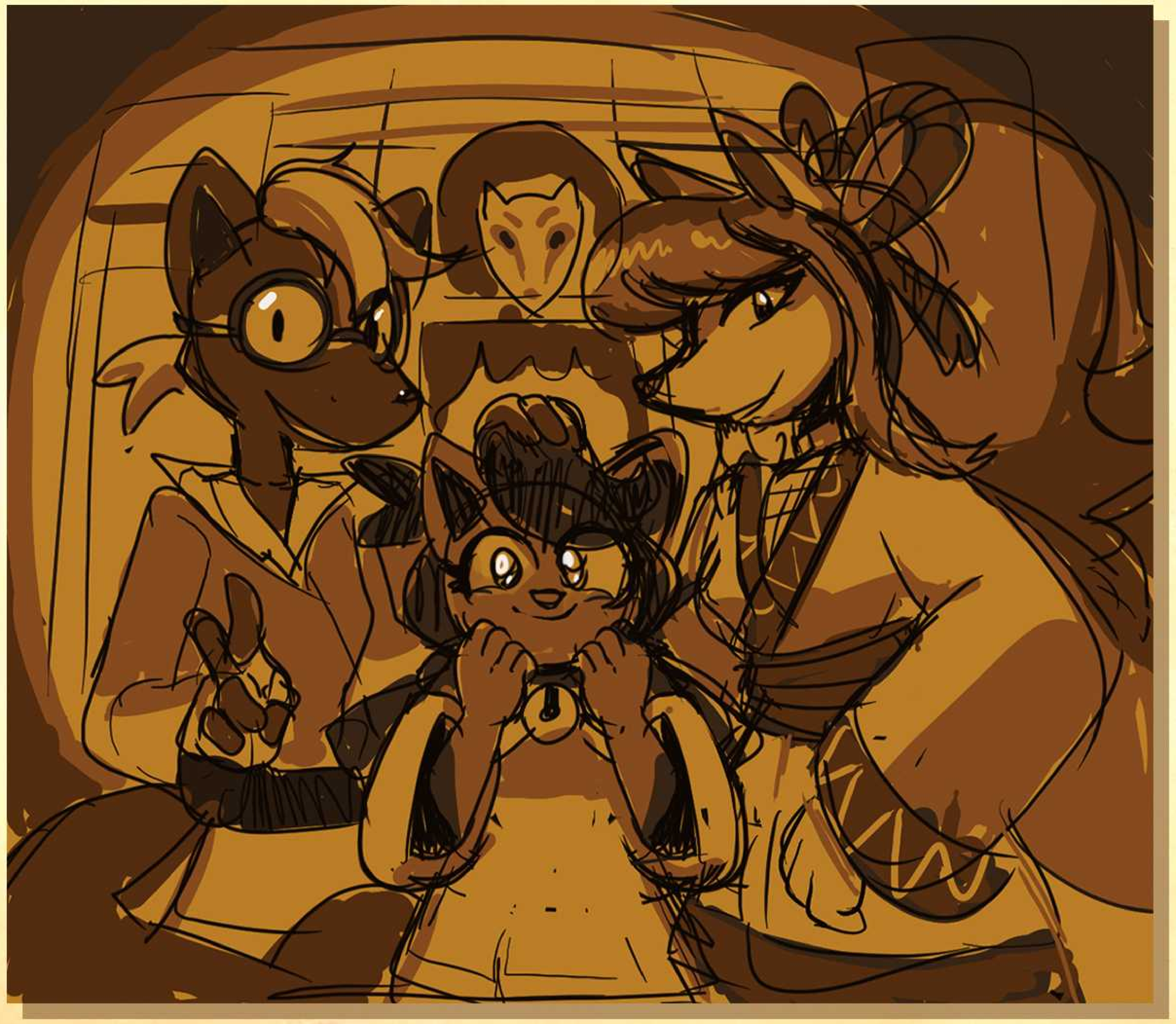
chem_puzzle_mockup.png - 2021
MasterSwordRemix
Mr. Screen was responsible for coming up with this puzzle, I swear!
- Sword



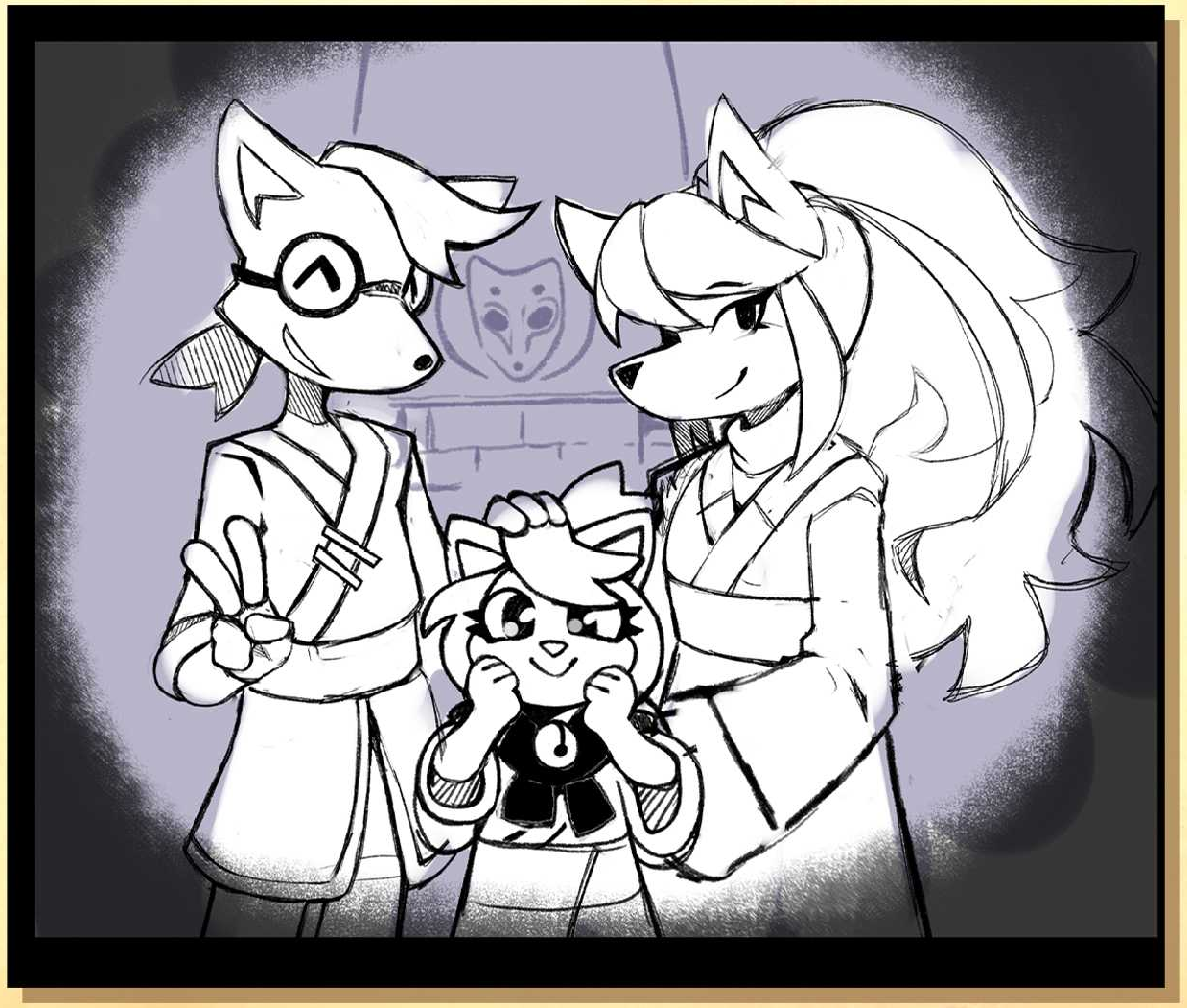
nerdlo.png - 2022
AeroArtwork



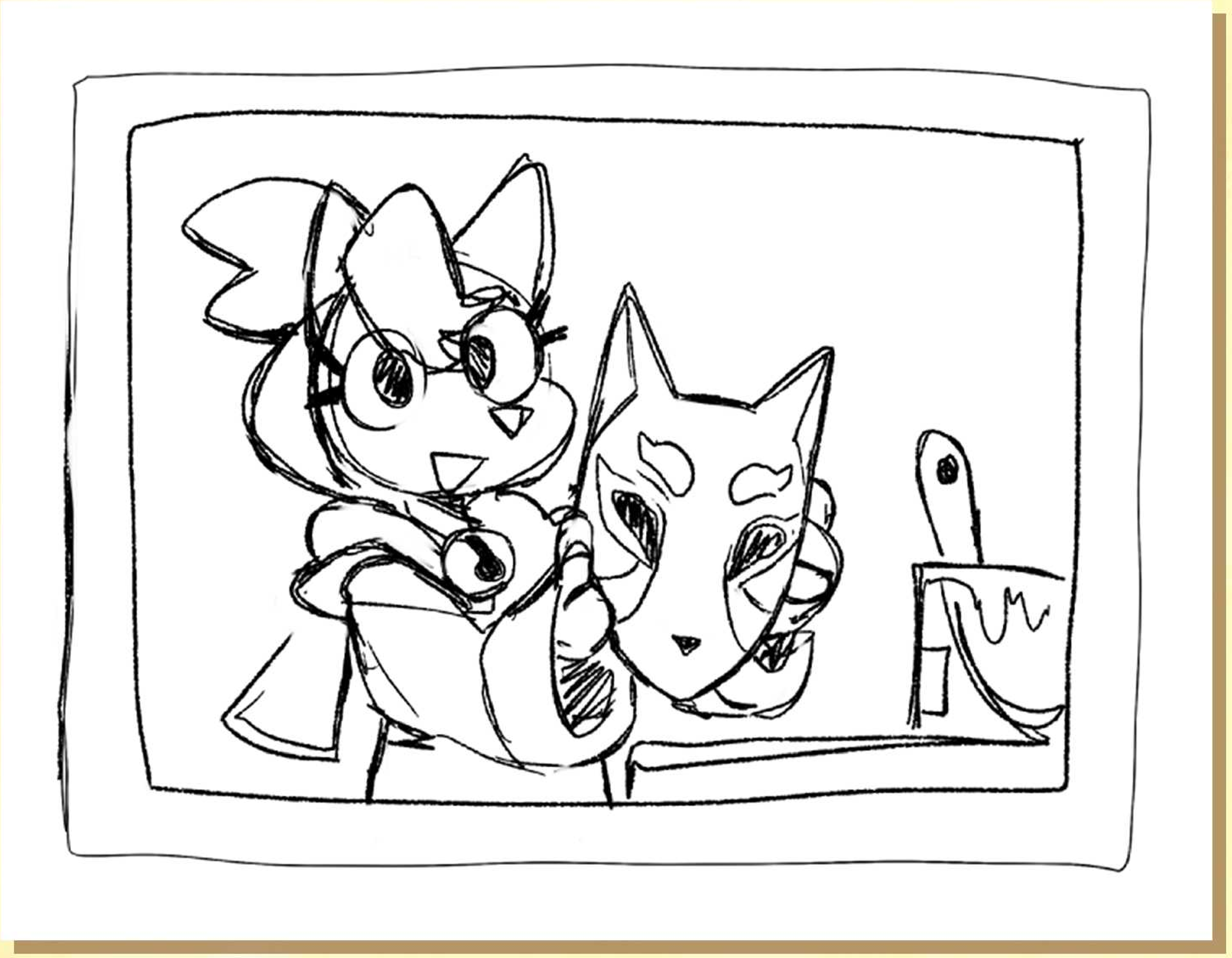
friends.png - 2022
Figburn



family_wip.png - 2022
AeroArtwork

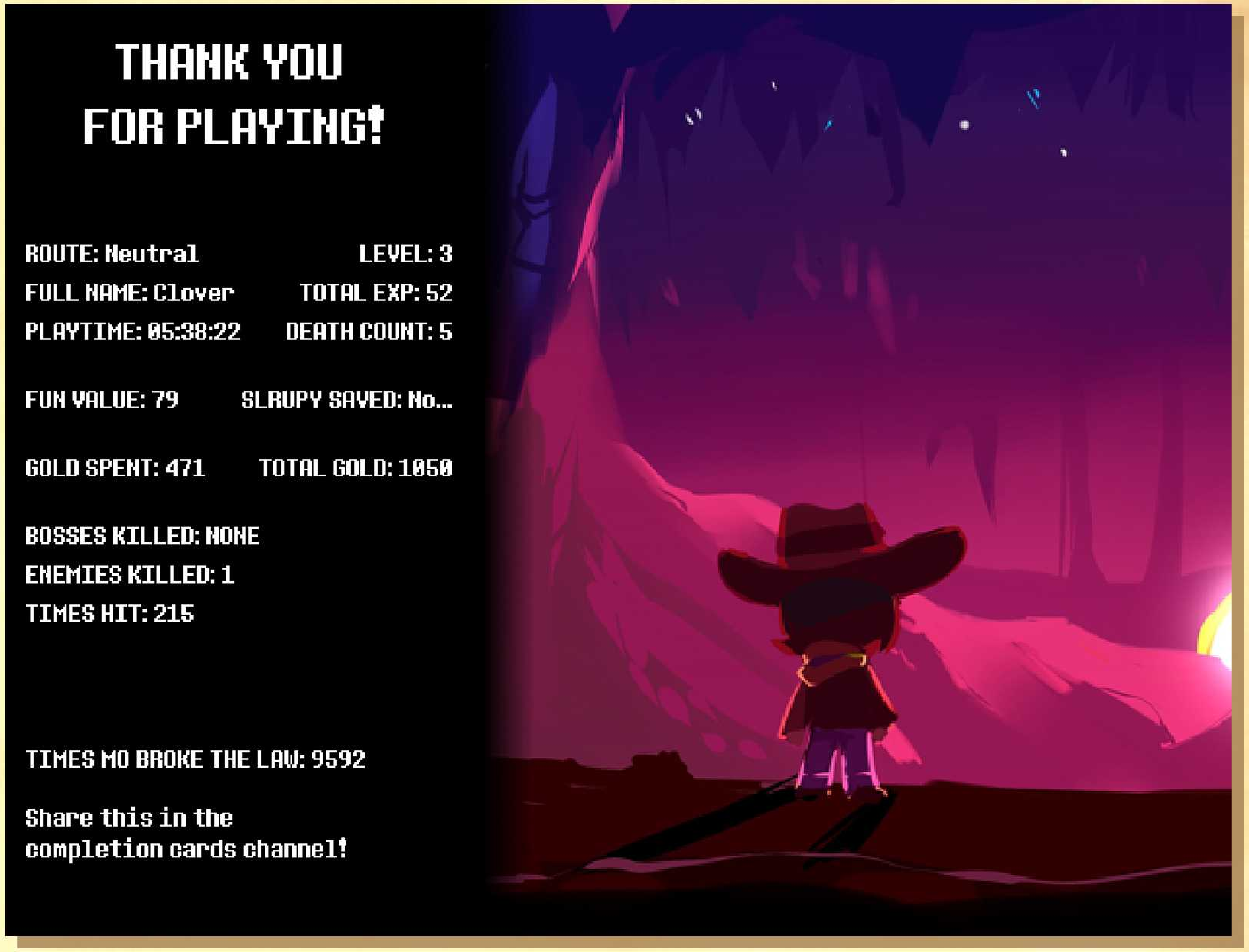


ceroba_family.png - 2022
Figburn



Kanako_picture.png - 2020
Figburn
For in-universe images, we thought it'd be best to use the intro style and palette.
They're snapshots in time, it makes sense to have the old sepia colors!

This one was the first in-game depiction of Kanako made, so getting the proportions right was important.
- Fig

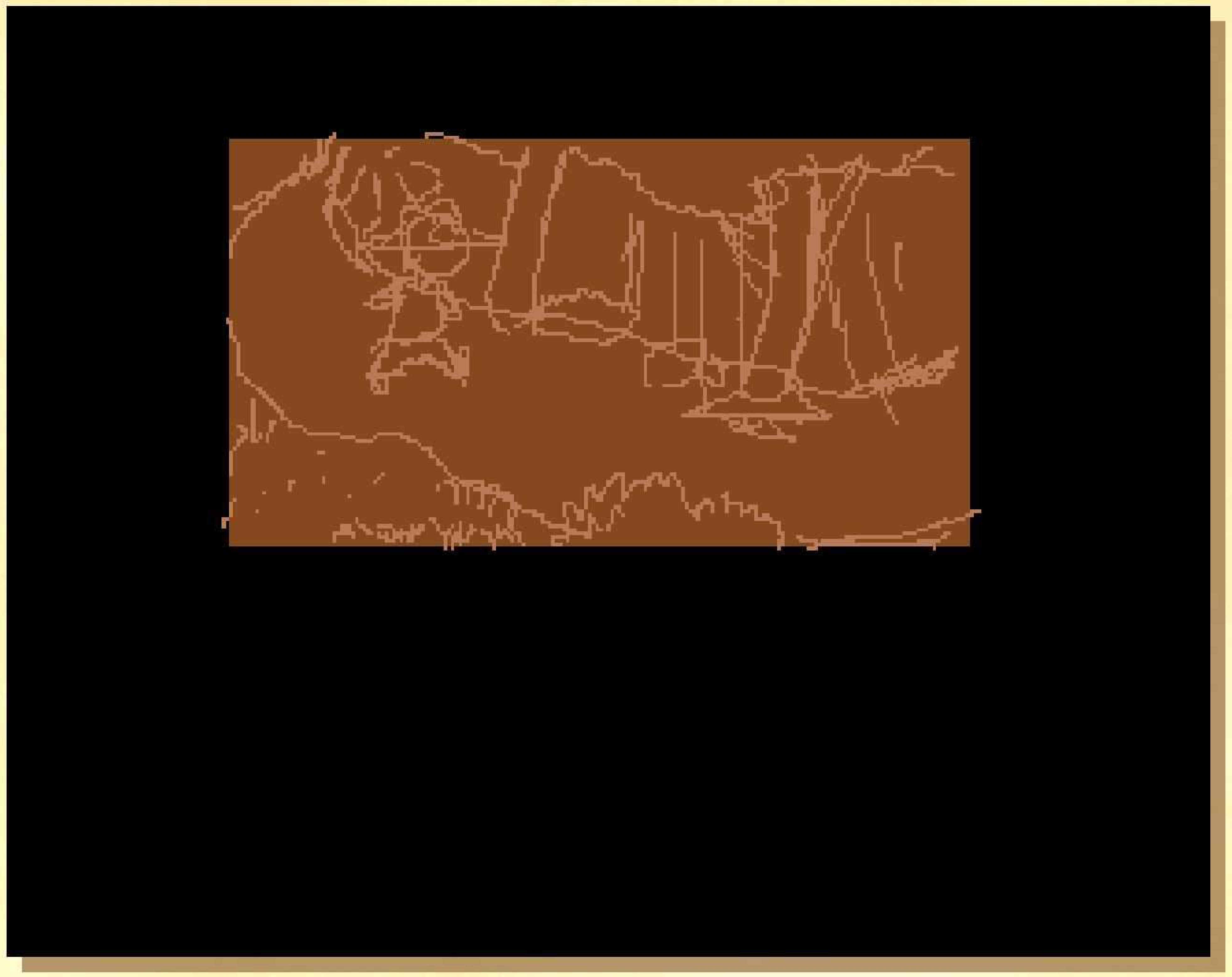


```
THANK YOU
FOR PLAYING!

ROUTE: Neutral                  LEVEL: 3
FULL NAME: Clover          TOTAL EXP: 52
PLAYTIME: 05:38:22       DEATH COUNT: 5

FUN VALUE: 79        SLRUPY SAVED: No...

GOLD SPENT: 471        TOTAL GOLD: 1050

BOSSES KILLED: NONE
ENEMIES KILLED: 1
TIMES HIT: 215


TIMES MO BROKE THE LAW: 9592

Share this in the
completion cards channel!
```

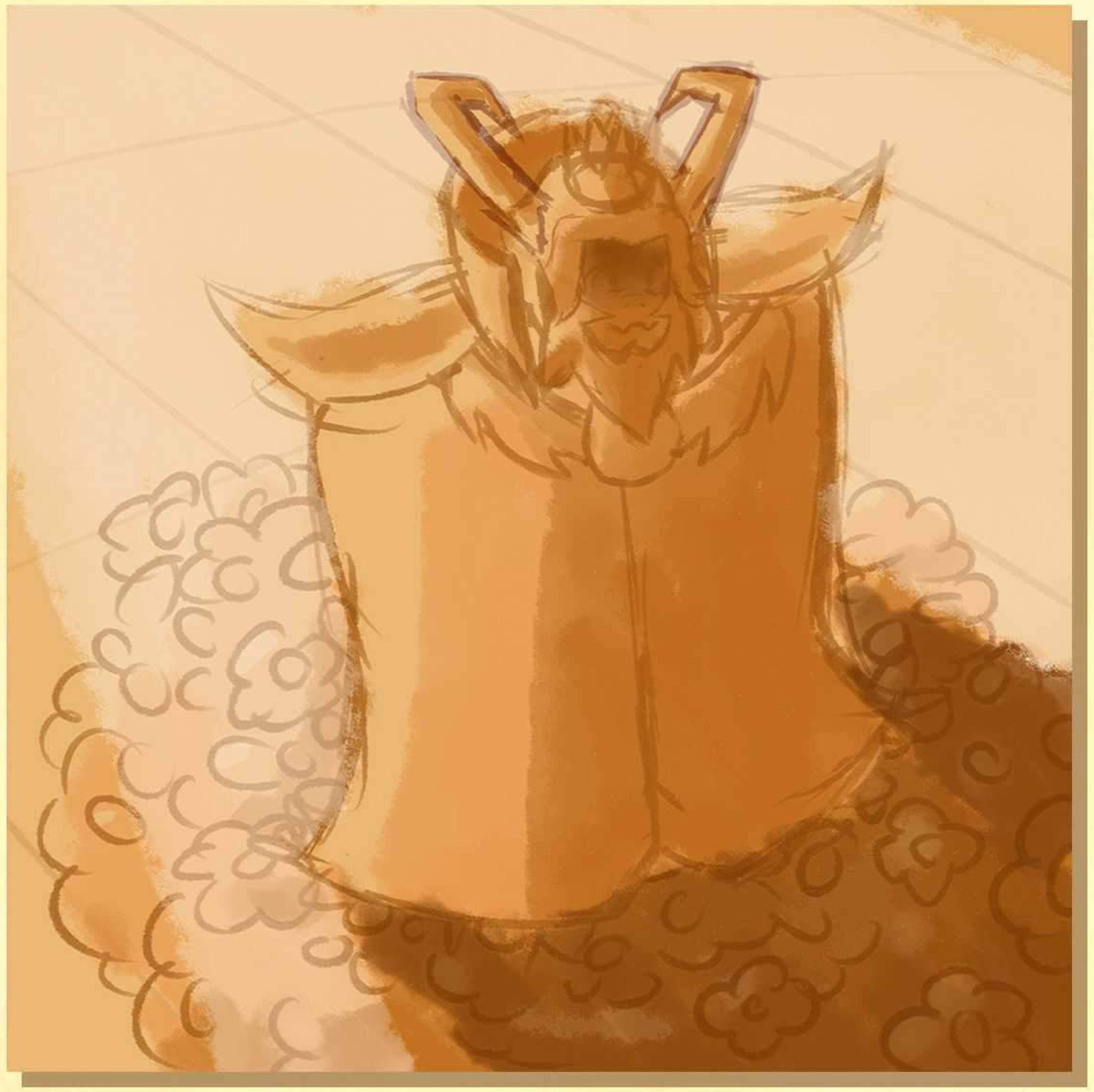
summary card.png - 2022
Spasco (Art by Figburn)
For the later playtest where entire routes could be completed, I added these fun little cards to compare our statistics at the end of each run.

Each route had a distinct art and song to go with it.
- Spasco

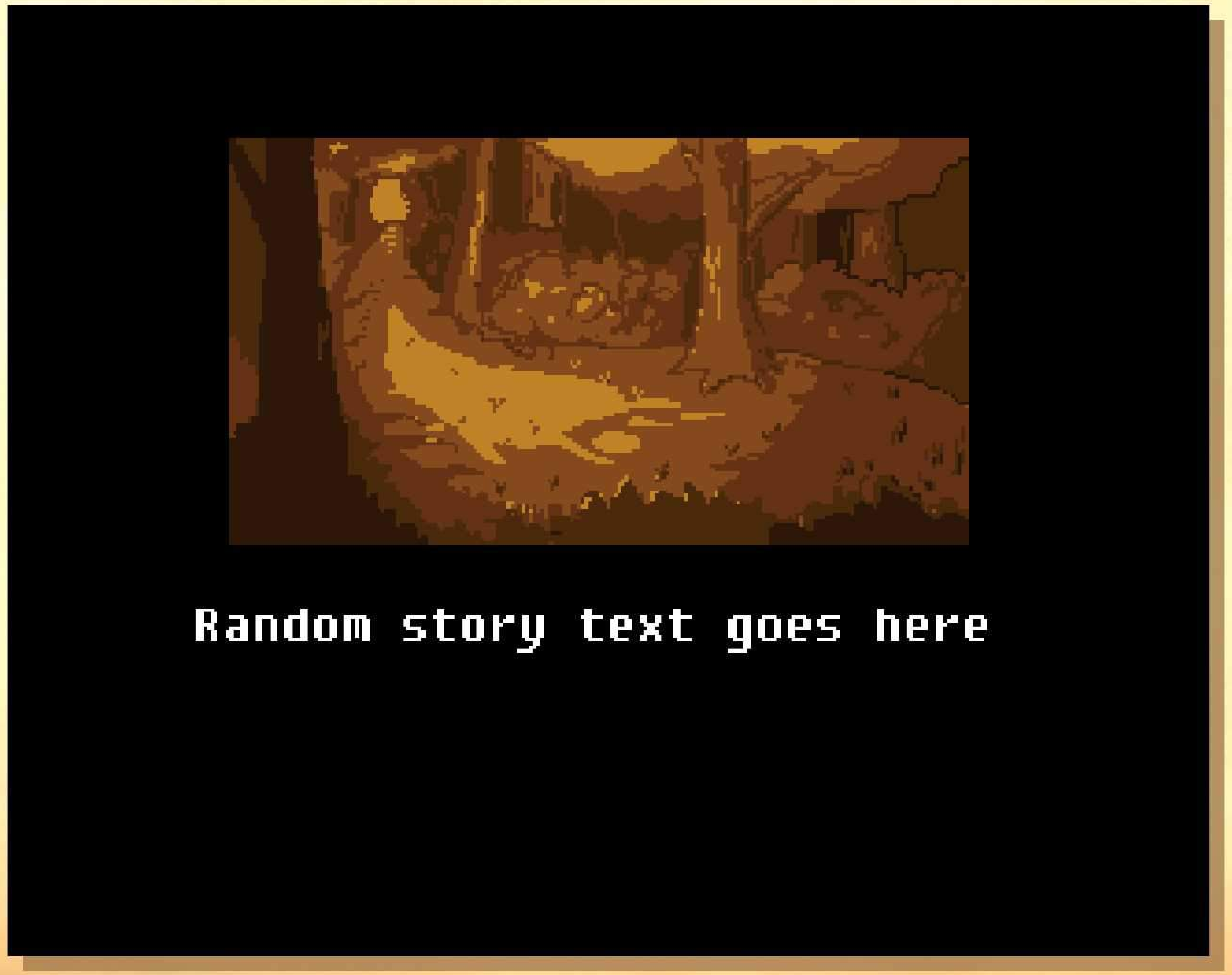
CUTSCENES



THUMBNAIL_SKETCH.png - 2016
Figburn



ASGORE_INTRO.png - 2016
Figburn



Random story text goes here

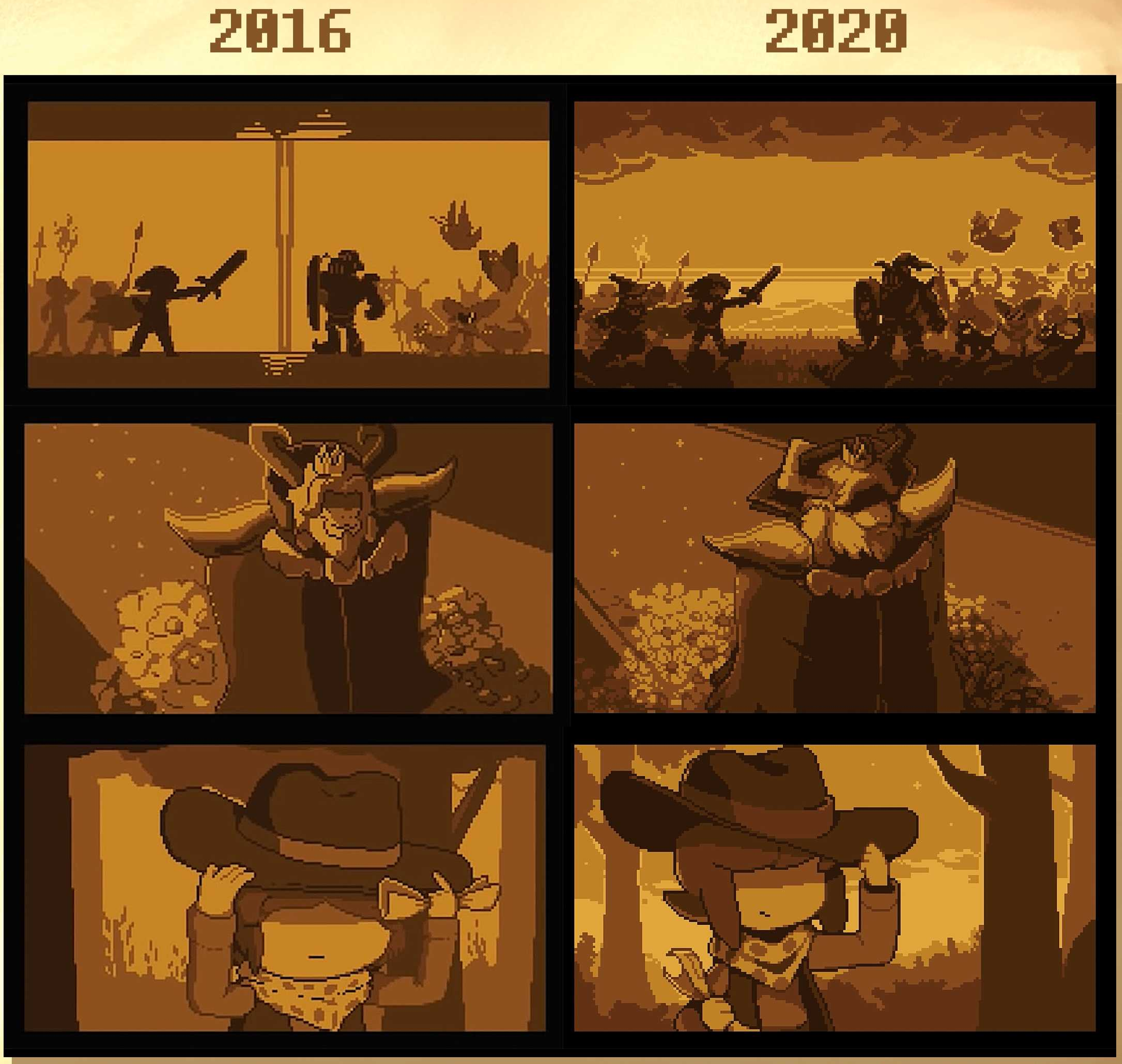
style test.png - 2016
Figburn

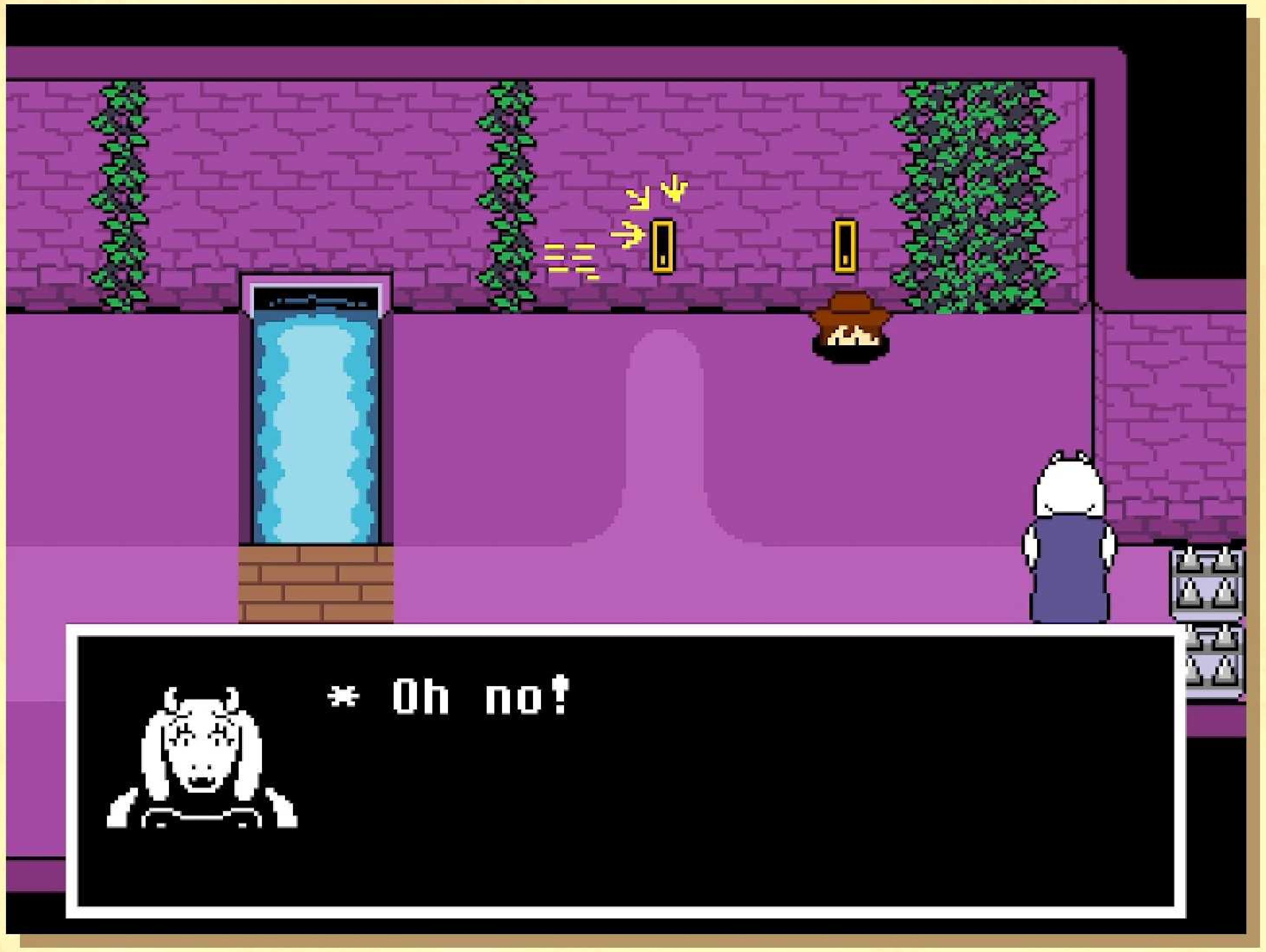
I'll forever remember the day I posted this in the developer chat, and seeing a swarm of all caps "WOAHHH" excitement.

Looks kinda rudimentary these days, but I wanted to prove to the team it was possible for me to work in the intro style!

- Fig

Intro Comparison.png - 2016 & 2020
Figburn, GlitchedPie
Everybody’s abilities improved significantly from the demo to the full game, so in 2020 we decided to redraw the introduction to bring it up to our new standards.
- *Sword*



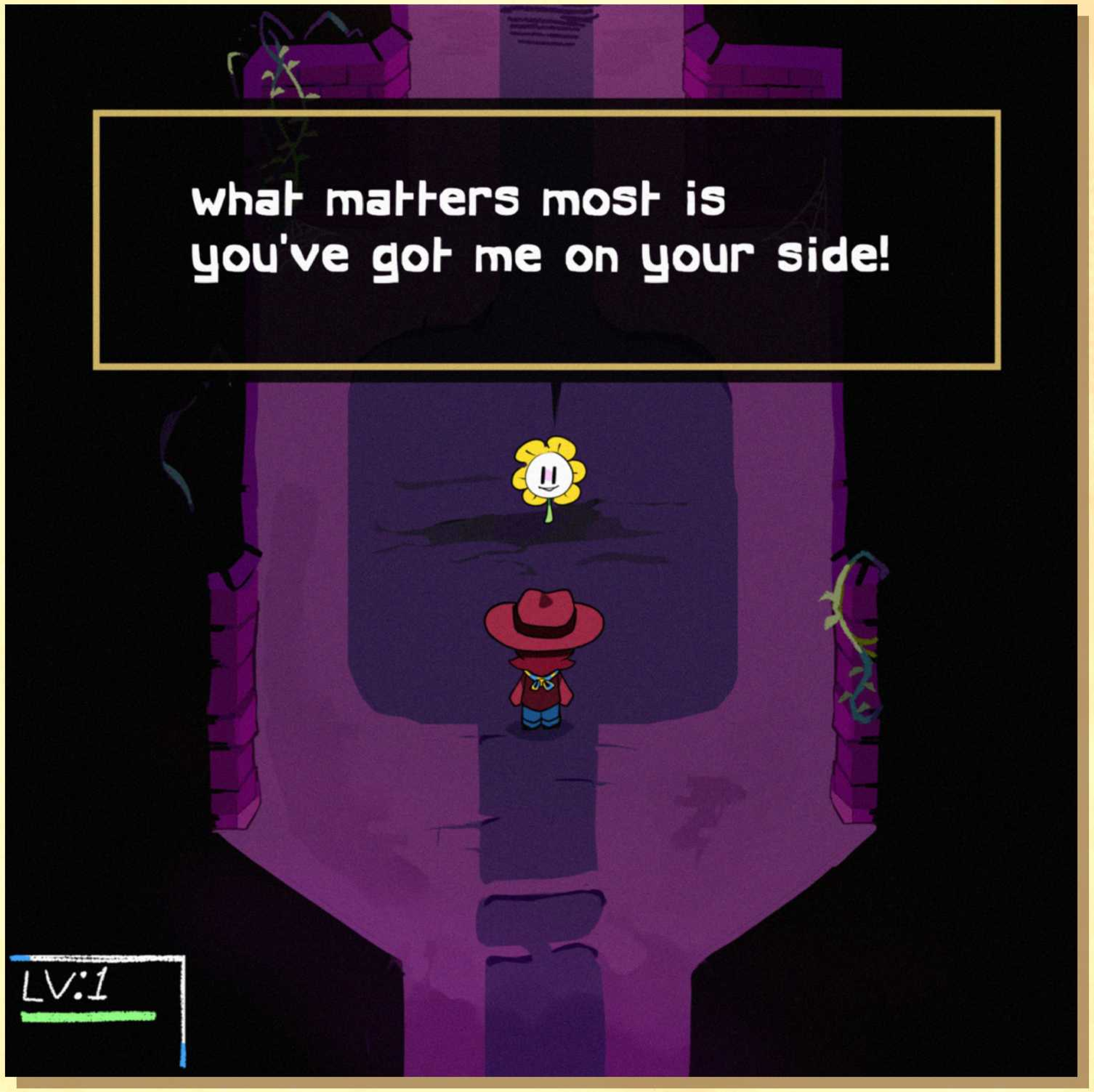


prepreprealpha.png - 2016
Spasco*

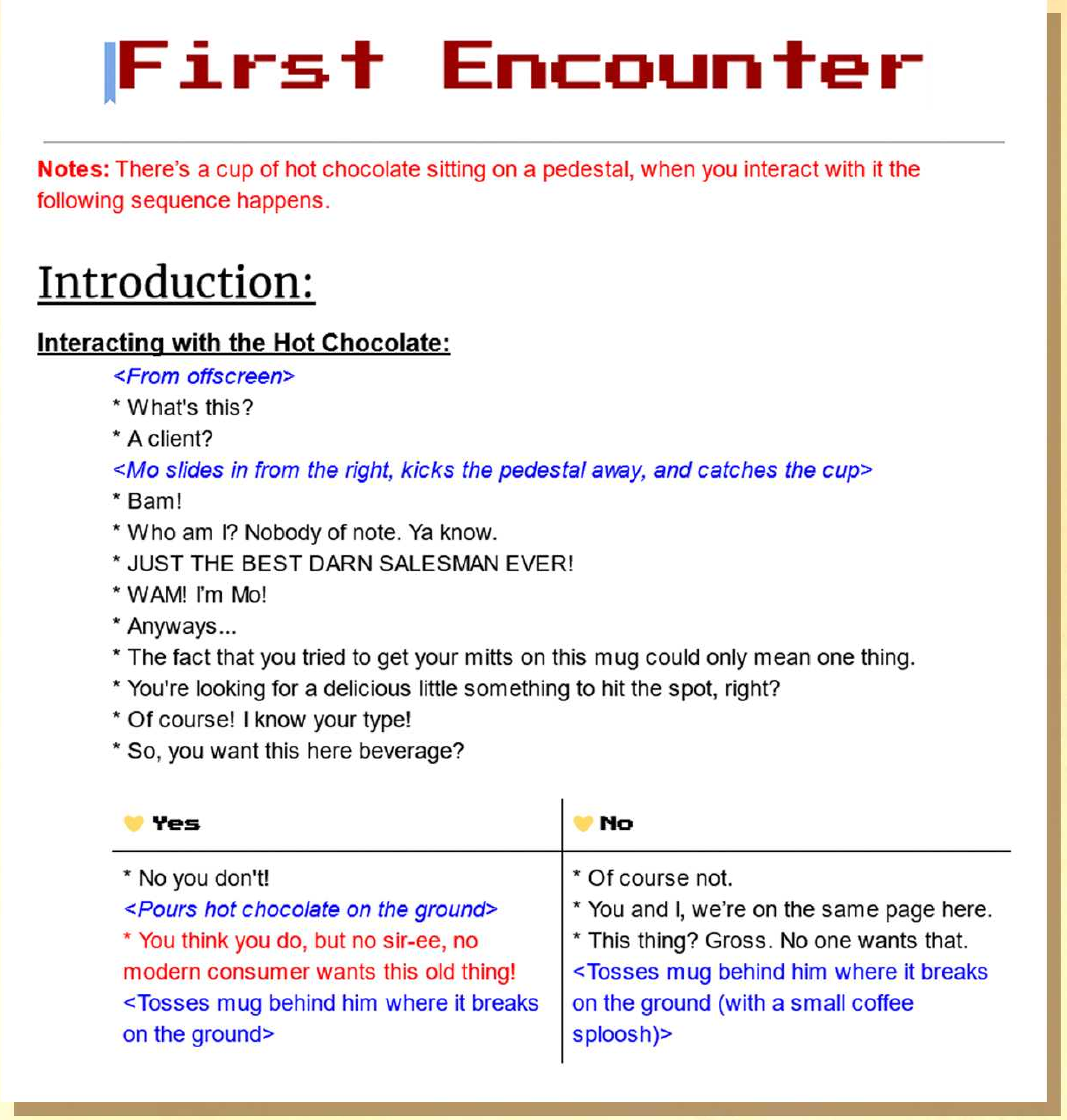
At first, the game was going to follow UT's simple style a lot more closely, using the original spin/fall animation for the inciting incident. When we saw it in action, we realized that we were going to have to make an original animation for the right impact.

That was the point we began to bring more of our own flavor to the game.

- Sword


what matters most is you've got me on your side!
LV:1

undertale_yello.png - 2020
Figburn



First Encounter

Notes: There's a cup of hot chocolate sitting on a pedestal, when you interact with it the following sequence happens.

Introduction:

Interacting with the Hot Chocolate:

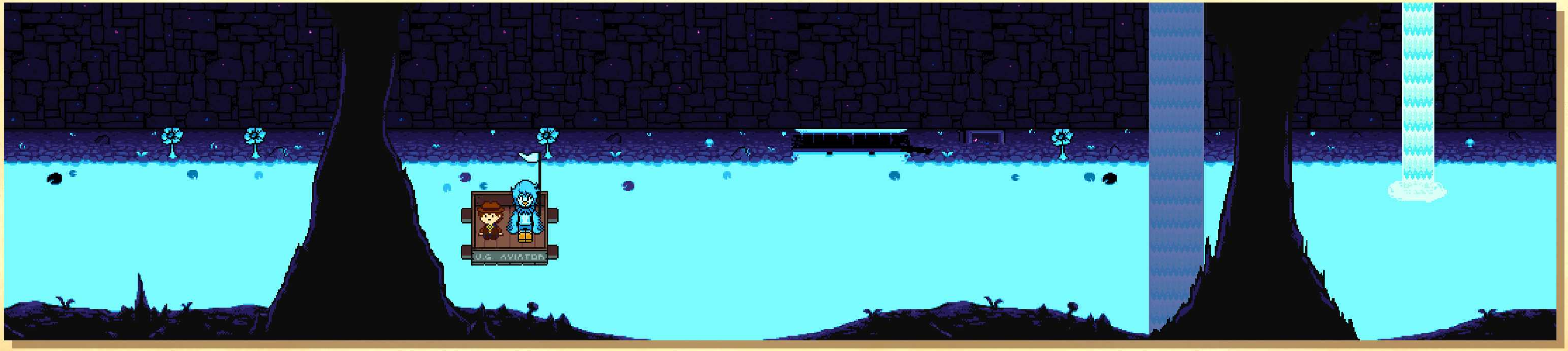
<From offscreen>
* What's this?
* A client?
<Mo slides in from the right, kicks the pedestal away, and catches the cup>
* Bam!
* Who am I? Nobody of note. Ya know.
* JUST THE BEST DARN SALESMAN EVER!
* WAM! I'm Mo!
* Anyways...
* The fact that you tried to get your mitts on this mug could only mean one thing.
* You're looking for a delicious little something to hit the spot, right?
* Of course! I know your type!
* So, you want this here beverage?

♥ **Yes**	♥ **No**
* No you don't! *<Pours hot chocolate on the ground>* * You think you do, but no sir-ee, no modern consumer wants this old thing! <Tosses mug behind him where it breaks on the ground>	* Of course not. * You and I, we're on the same page here. * This thing? Gross. No one wants that. <Tosses mug behind him where it breaks on the ground (with a small coffee sploosh)>

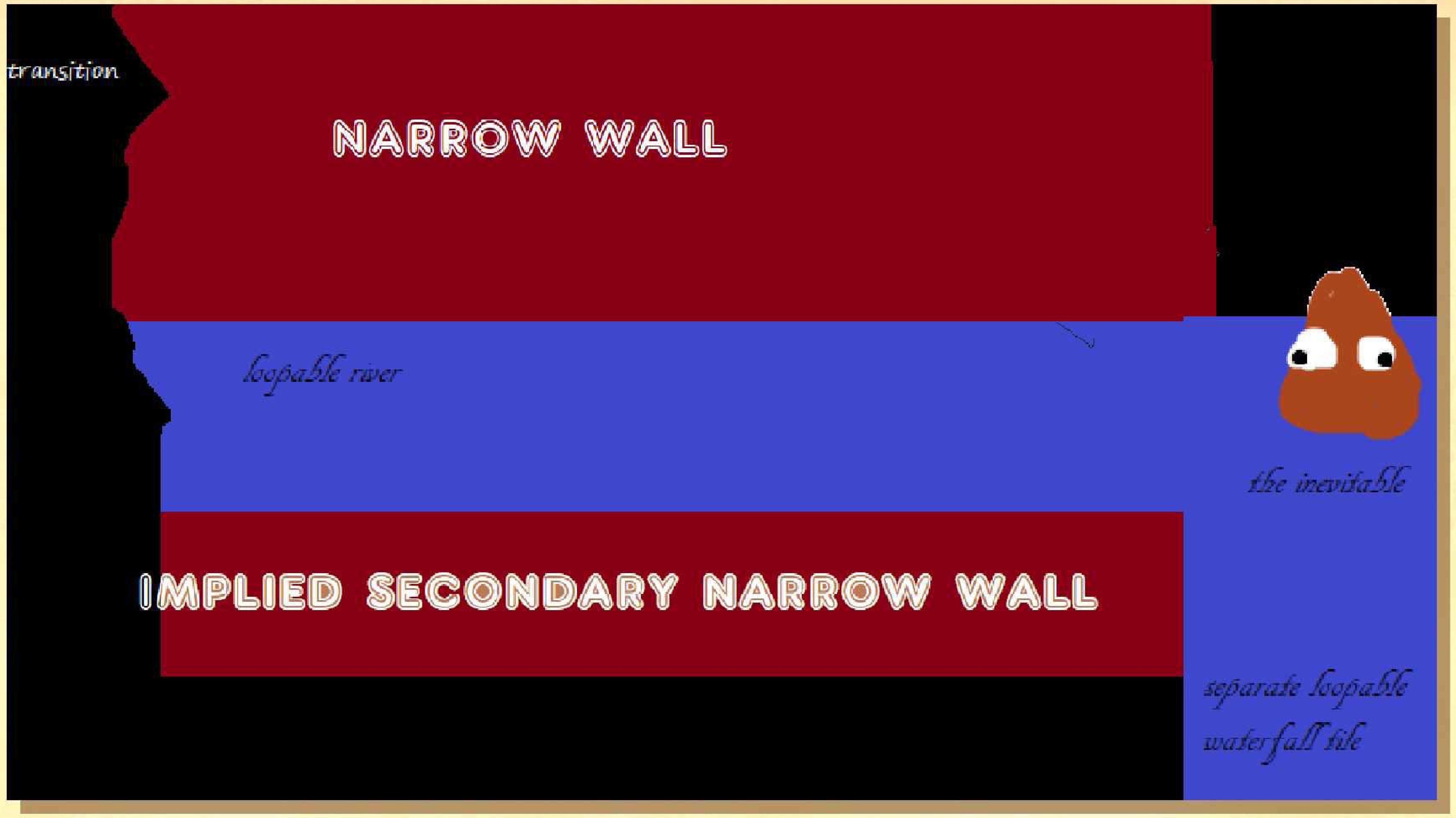
mo_ecounter.png - 2017
MasterSwordRemix
This is more or less how scenes were written and directed throughout development. If the scene was simple to follow/picture, it went straight to spriting, then was implimented into the game.

Only the bigger setpieces required pre-vis, which is why this section of the book is shorter than one might expect.

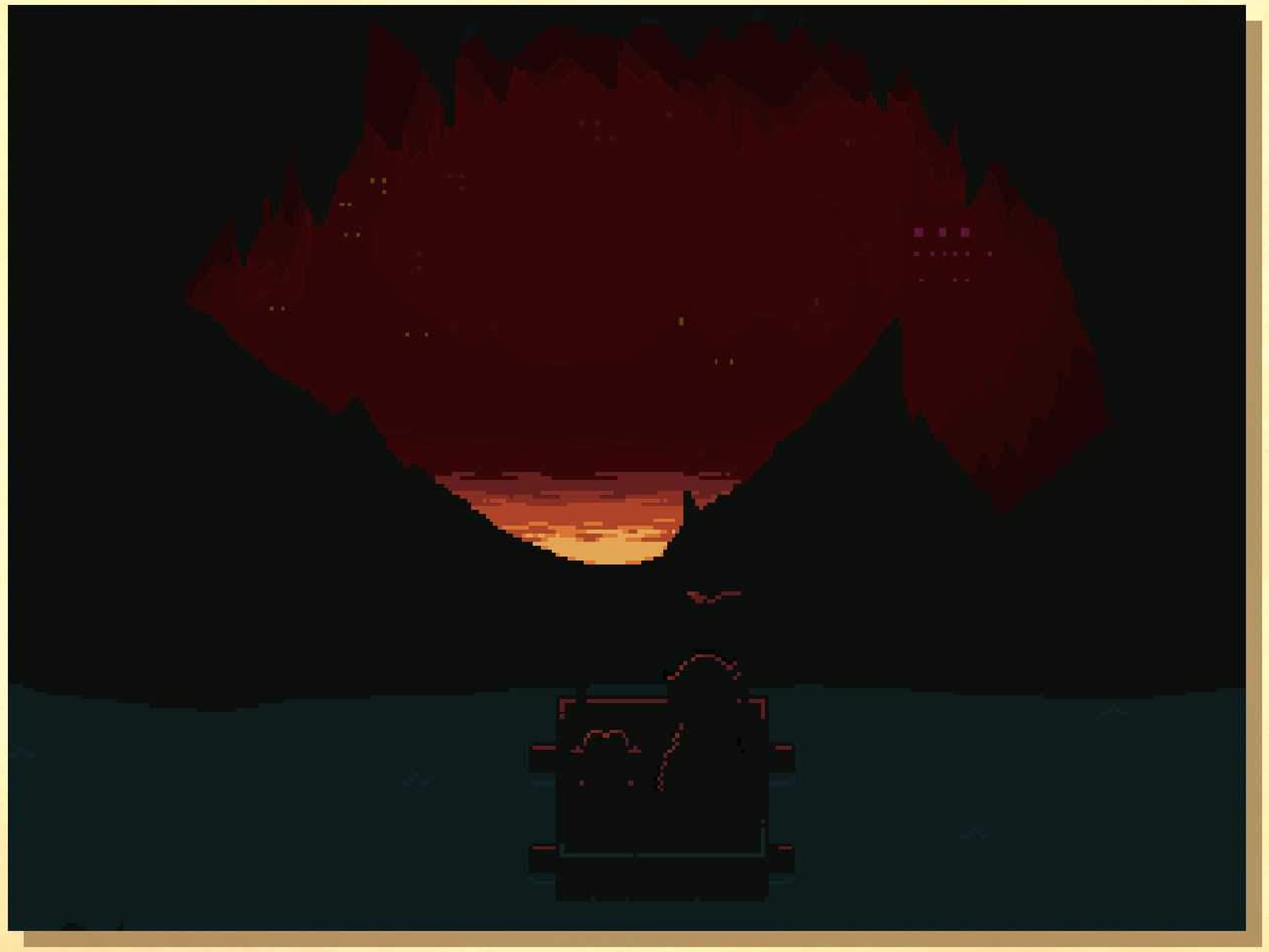
- Sword



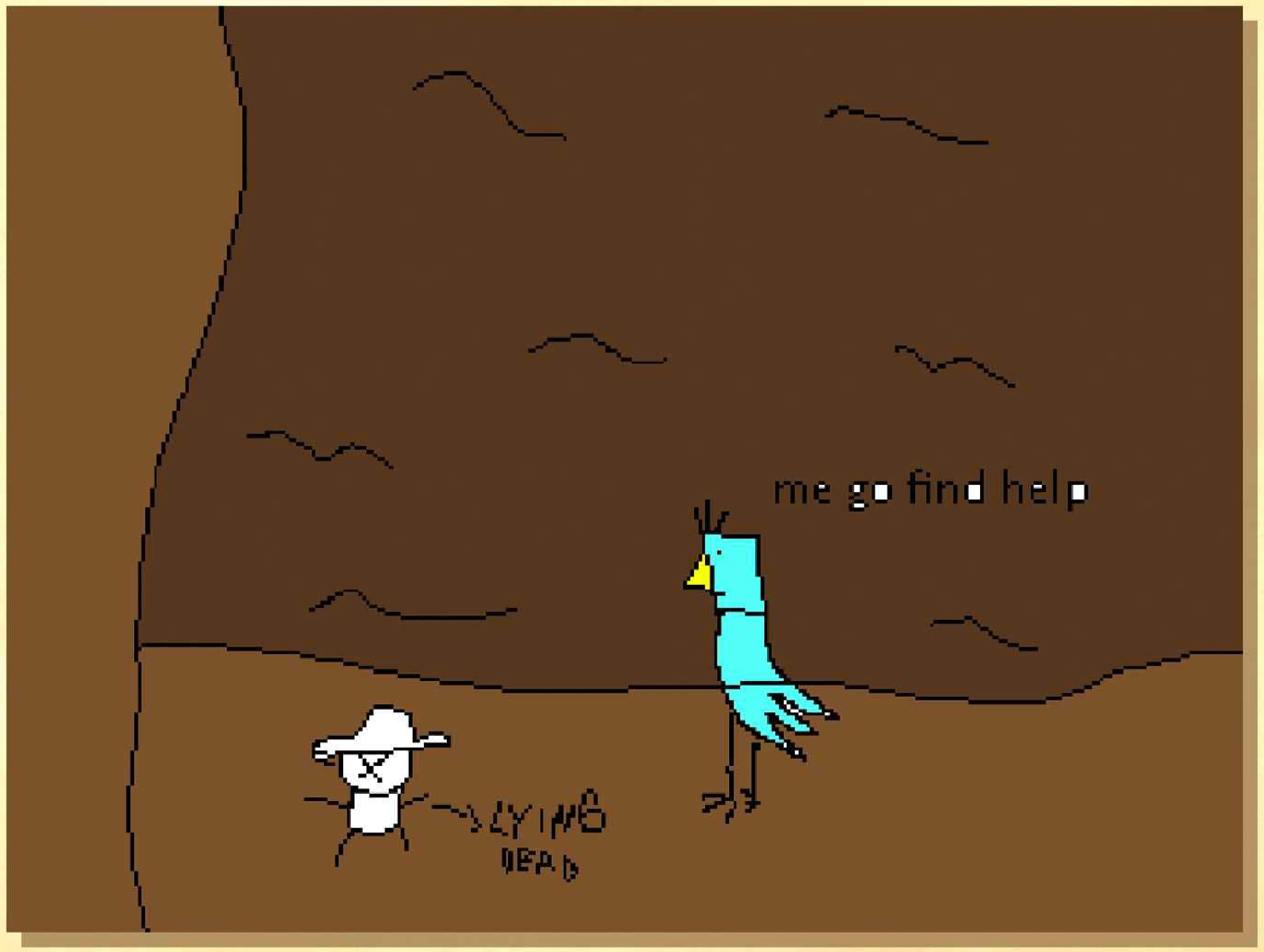
waterfallmockup.png - 2018
GlitchedPie


transition
NARROW WALL
loopable river
the inevitable
IMPLIED SECONDARY NARROW WALL
separate loopable waterfall tile

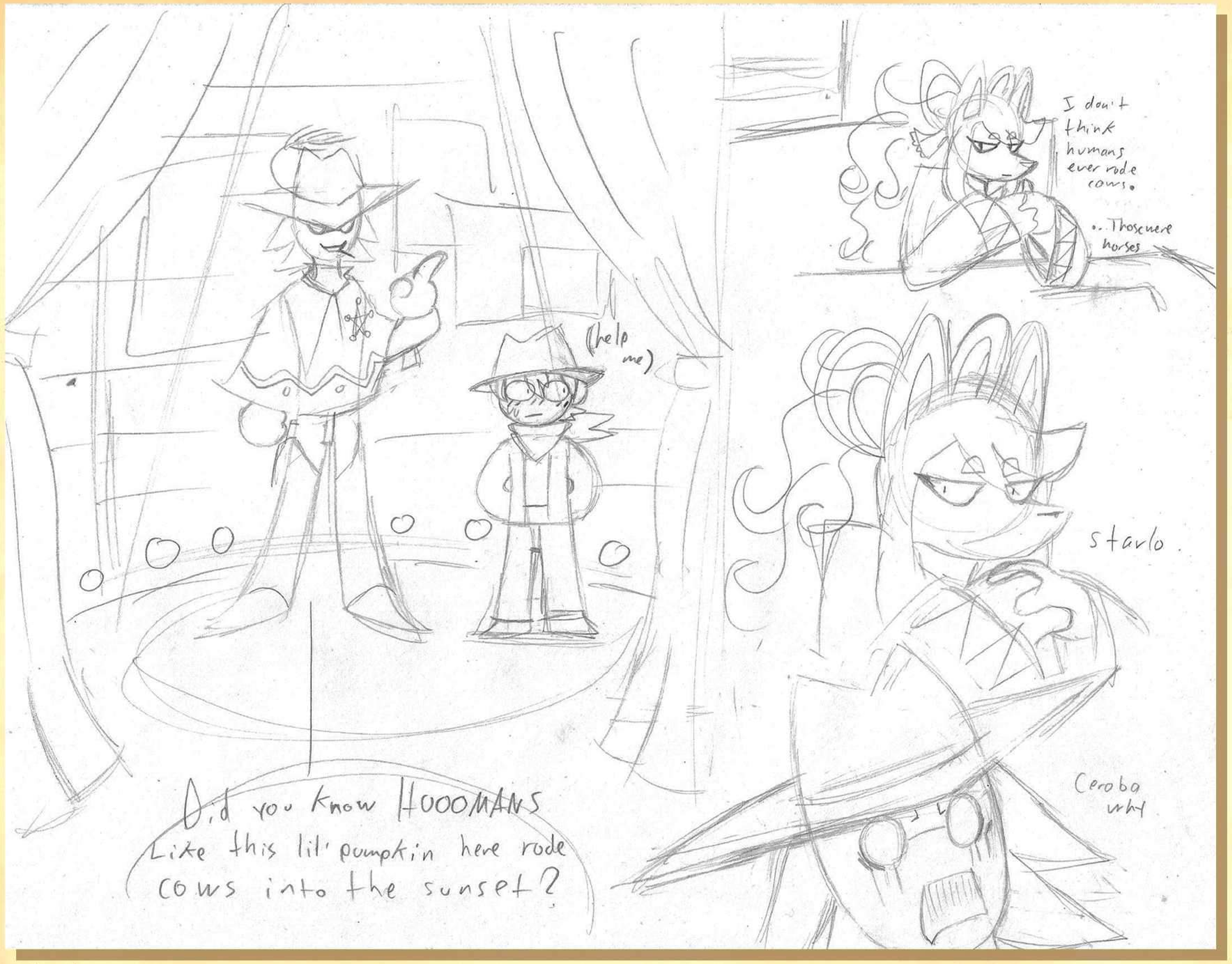
mokcup.png - 2018
GlitchedPie



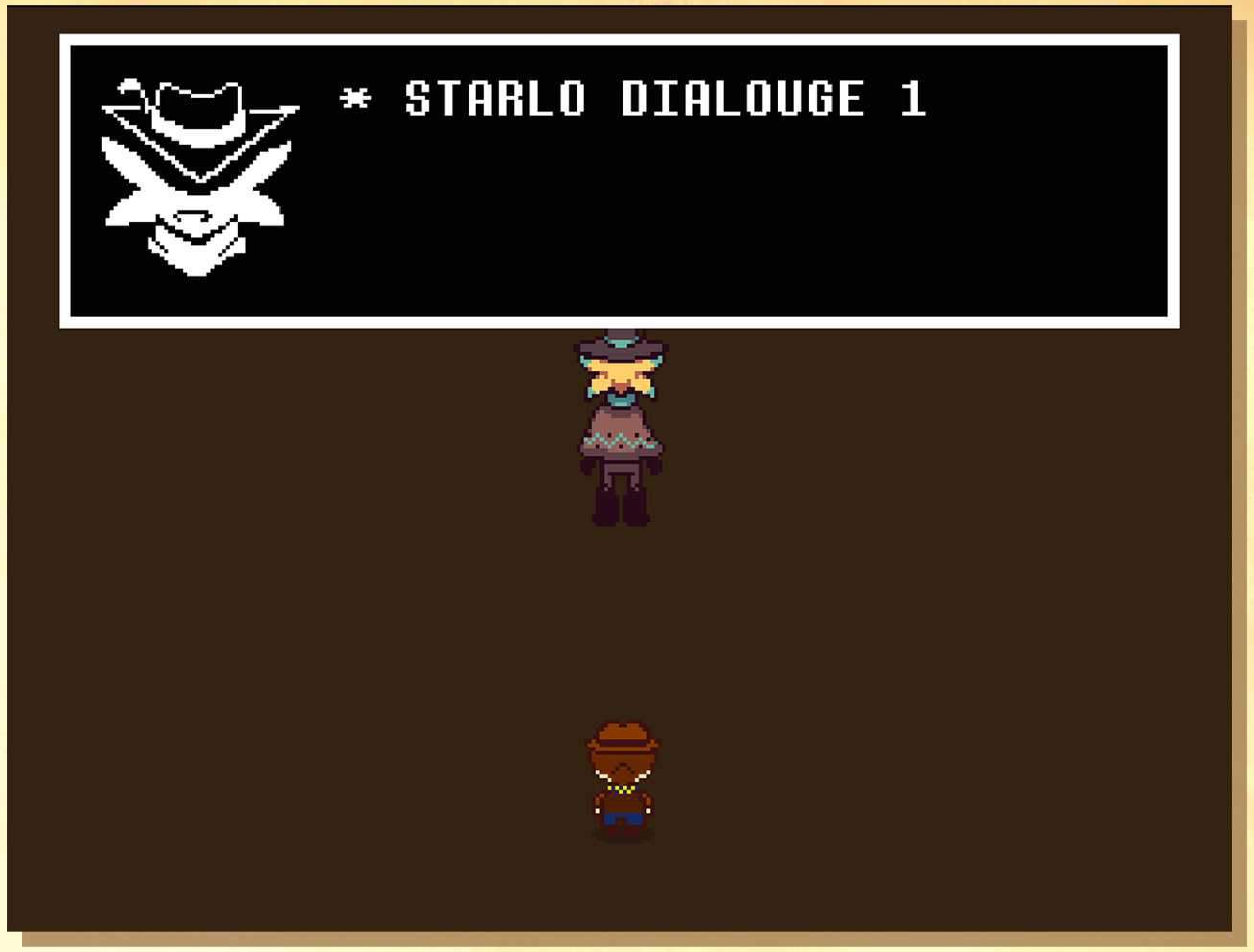
hotlandraftmockup.png - 2018
GlitchedPie


me go find help
LYING DEAD

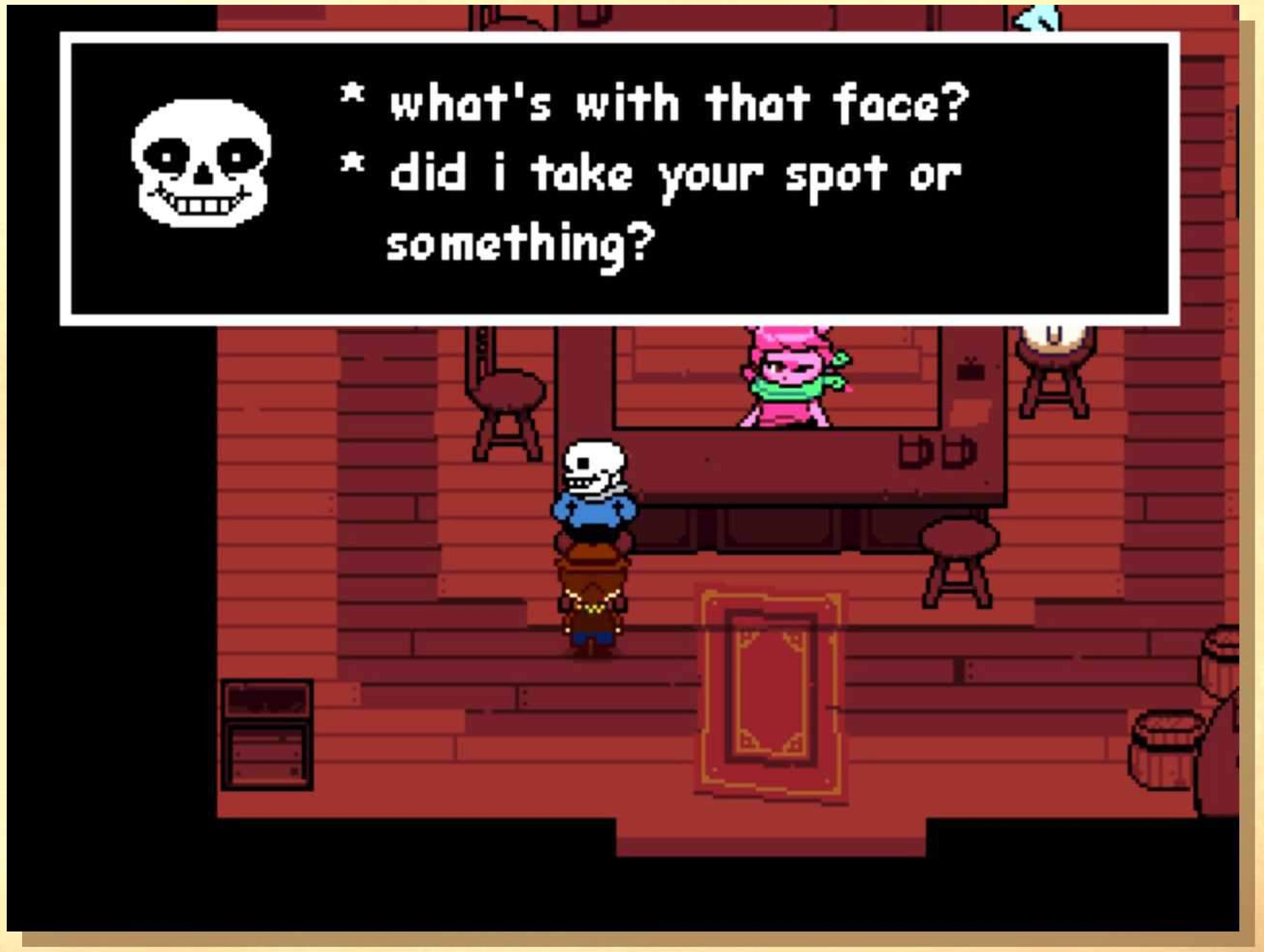
me find help.png - 2019
Spasco


I don't think humans ever rode cows.
.. Those were horses
(help me)
starlo
Ceroba why
Did you know HOOOMANS Like this lil' pumpkin here rode cows into the sunset?

Riding_cows.png - 2017
NeroSensei

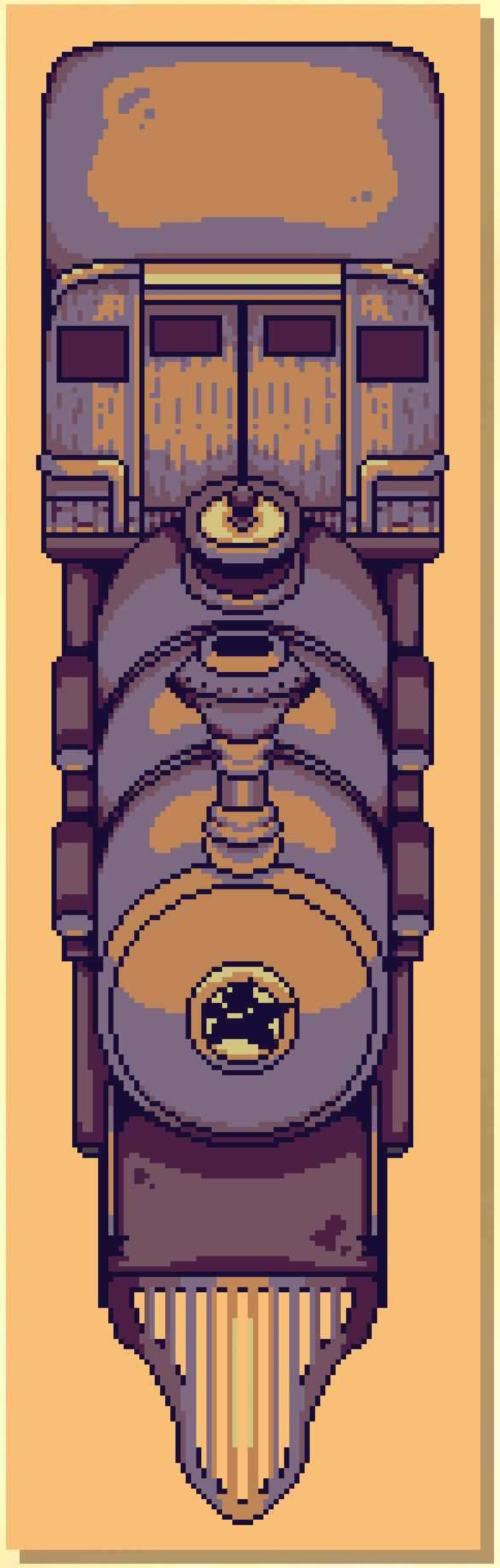

* STARLO DIALOUGE 1

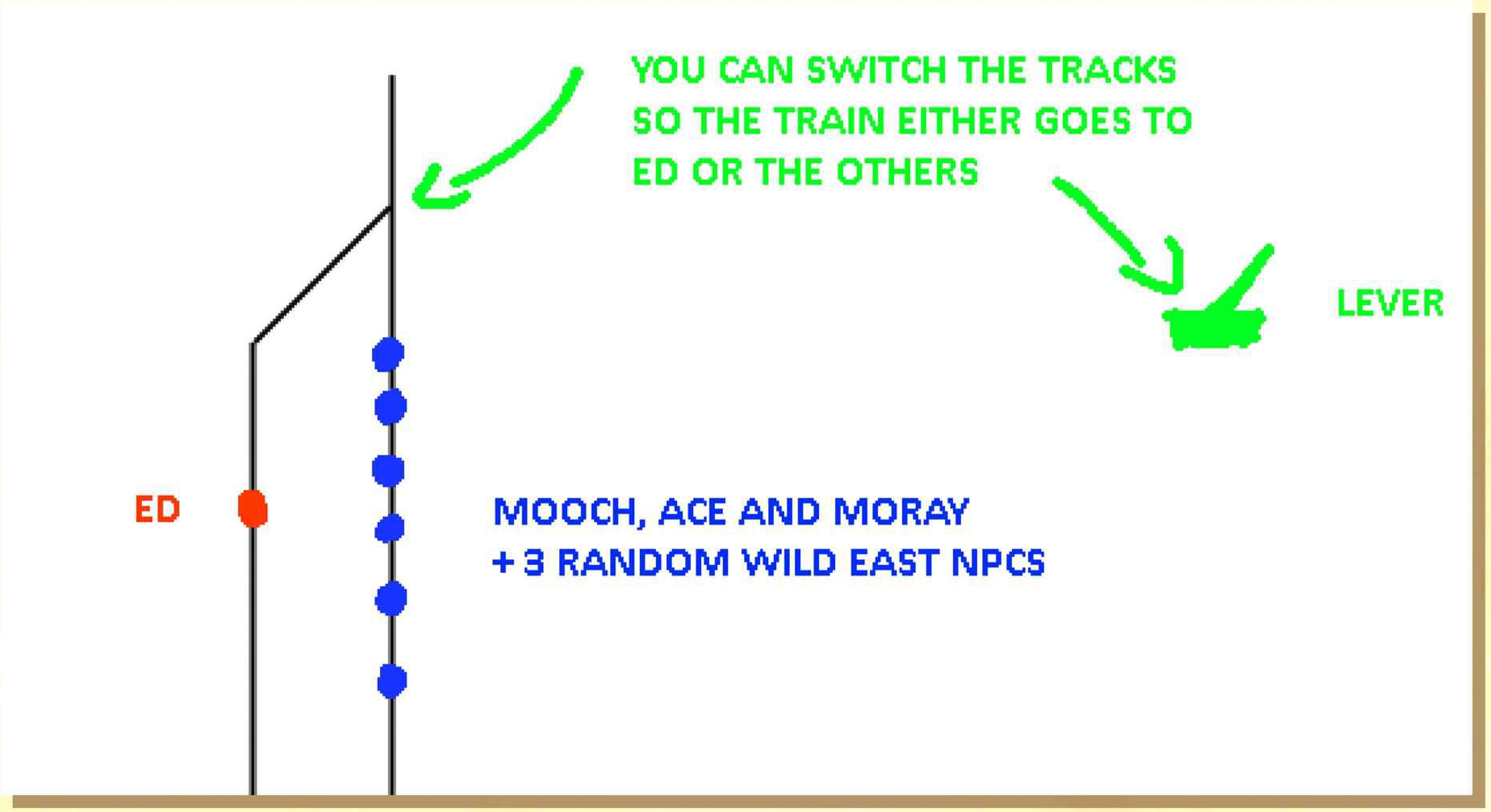
cutscene_wip.png - 2019
Spasco


* what's with that face?
* did i take your spot or something?

sans.png - 2019
Spasco
As a joke for our playtesters, Spasco put a Sans appearance in the game as a fun value.

He pleaded with me to keep it in, but it would've raised too many questions and implications for the story, sadly.
- Sword

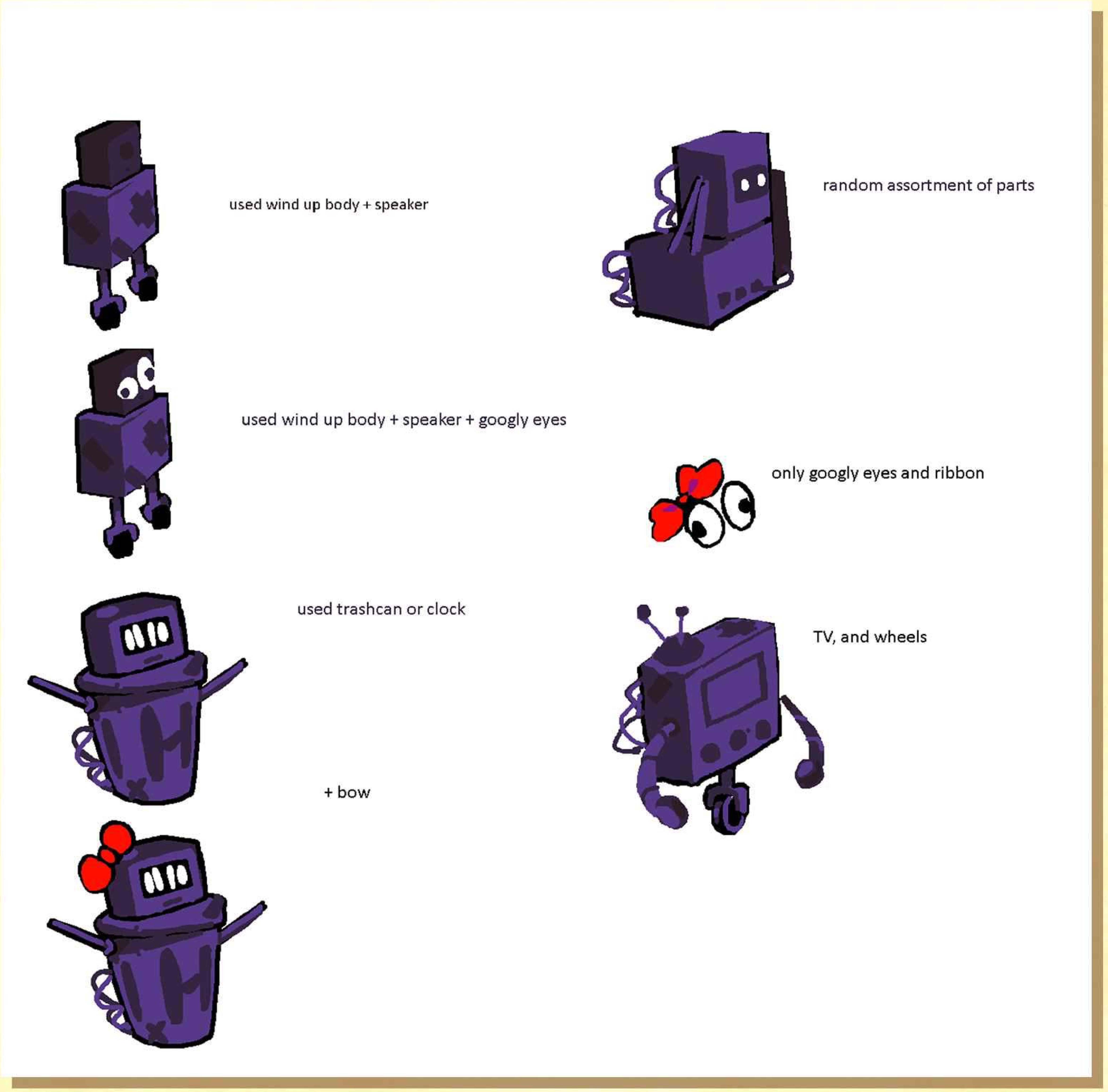



YOU CAN SWITCH THE TRACKS
SO THE TRAIN EITHER GOES TO
ED OR THE OTHERS
LEVER
ED
MOOCH, ACE AND MORAY
+3 RANDOM WILD EAST NPCS

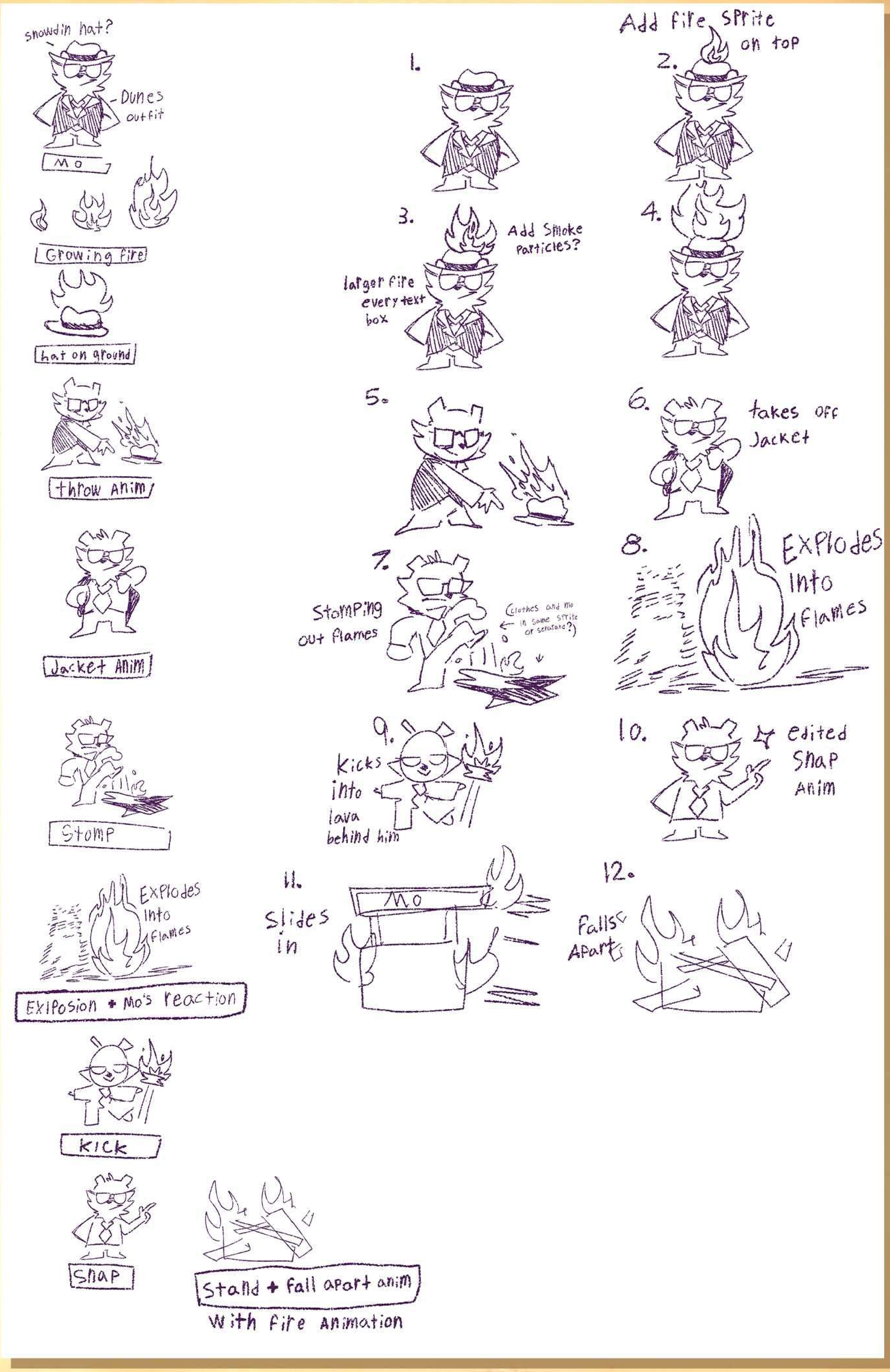
trolley.png - 2019
Spasco

Train.png - 2019
Deadkat
We needed a train so I made one; just not the kind anyone had in mind. Whoops!

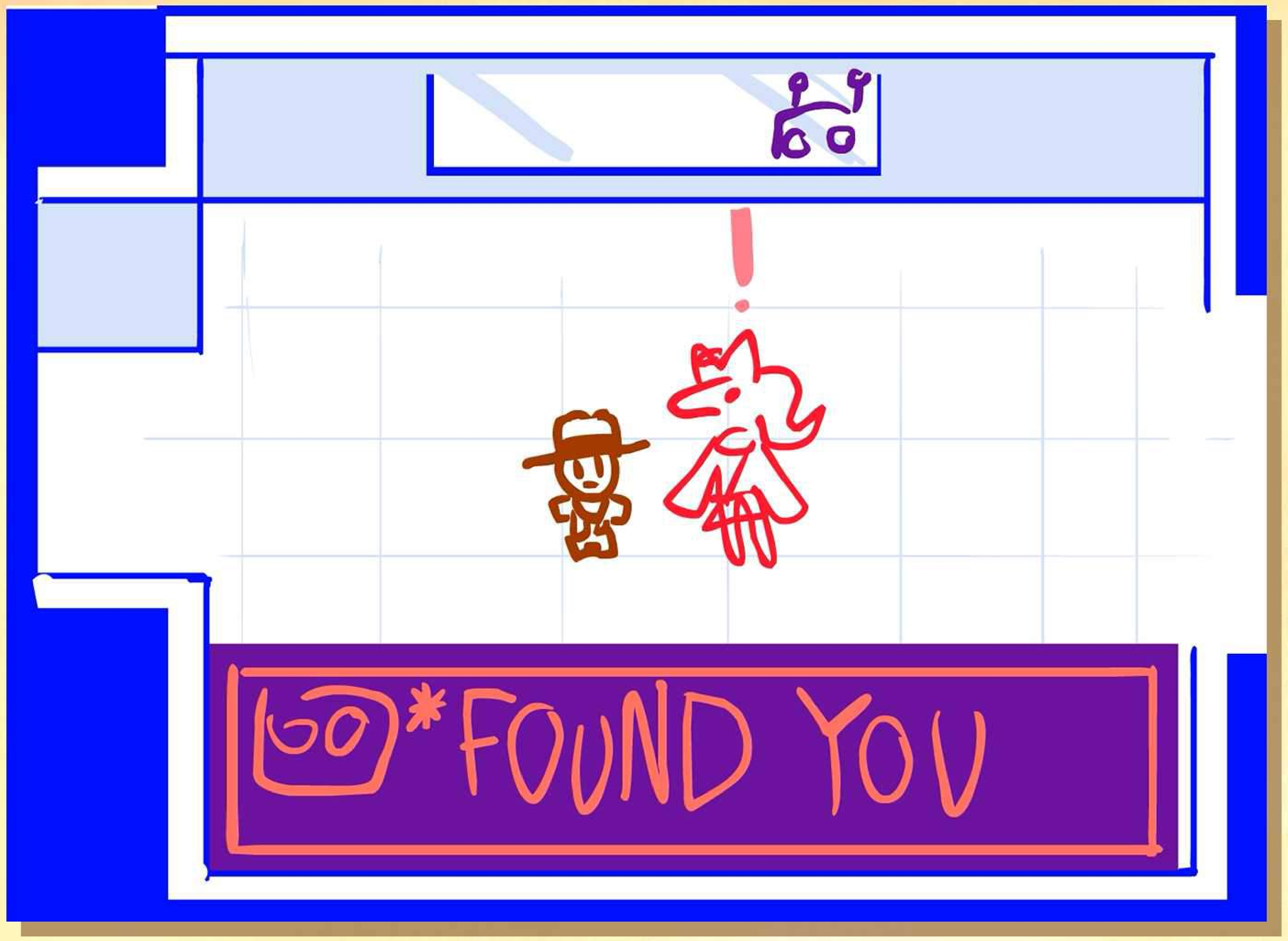
I tried to say it was "on purpose" but no one bought it.........
- Deadkat

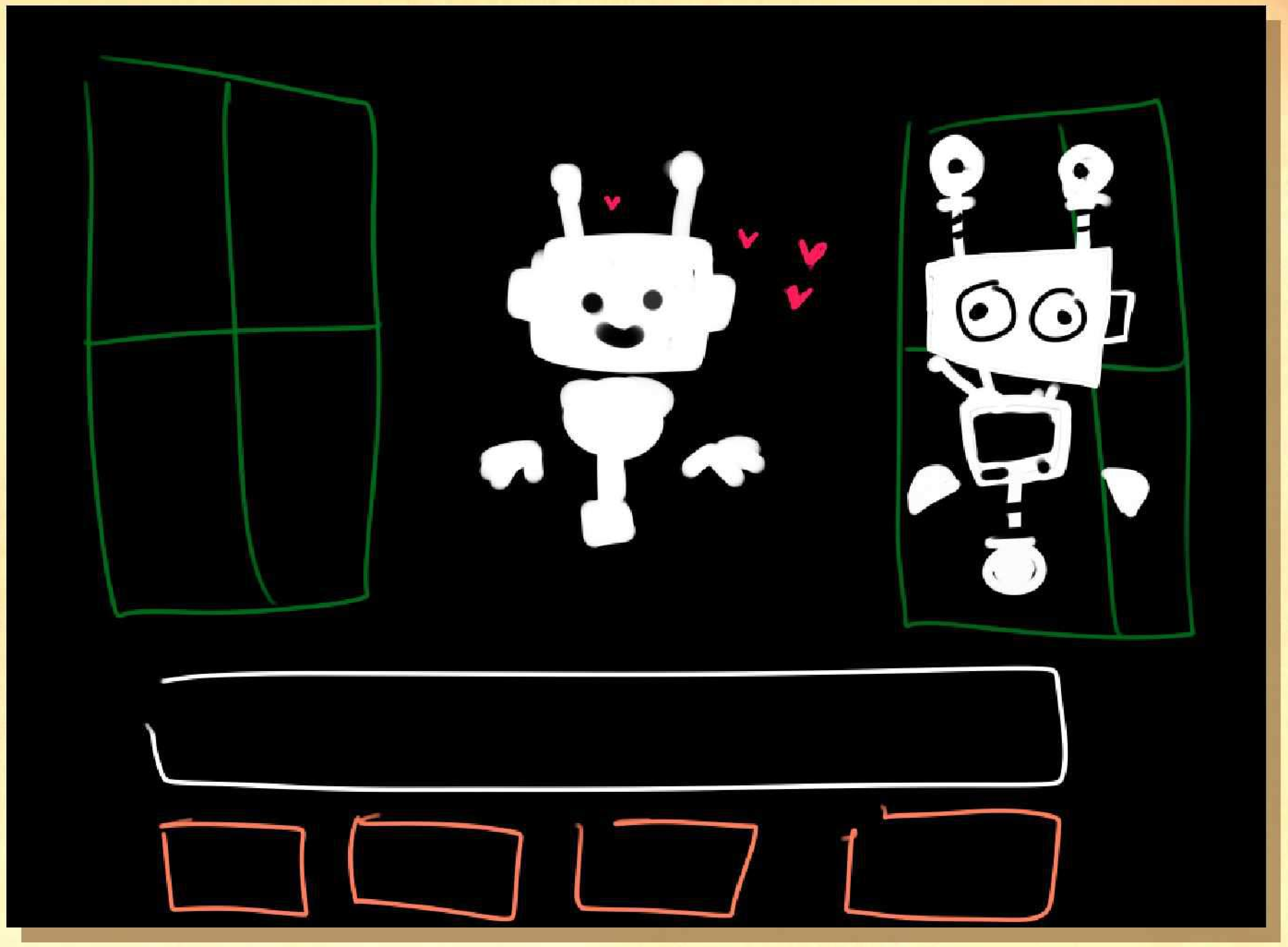

used wind up body + speaker
random assortment of parts
used wind up body + speaker + googly eyes
only googly eyes and ribbon
used trashcan or clock
TV, and wheels
+ bow

robot_concept.png - 2020
Figburn

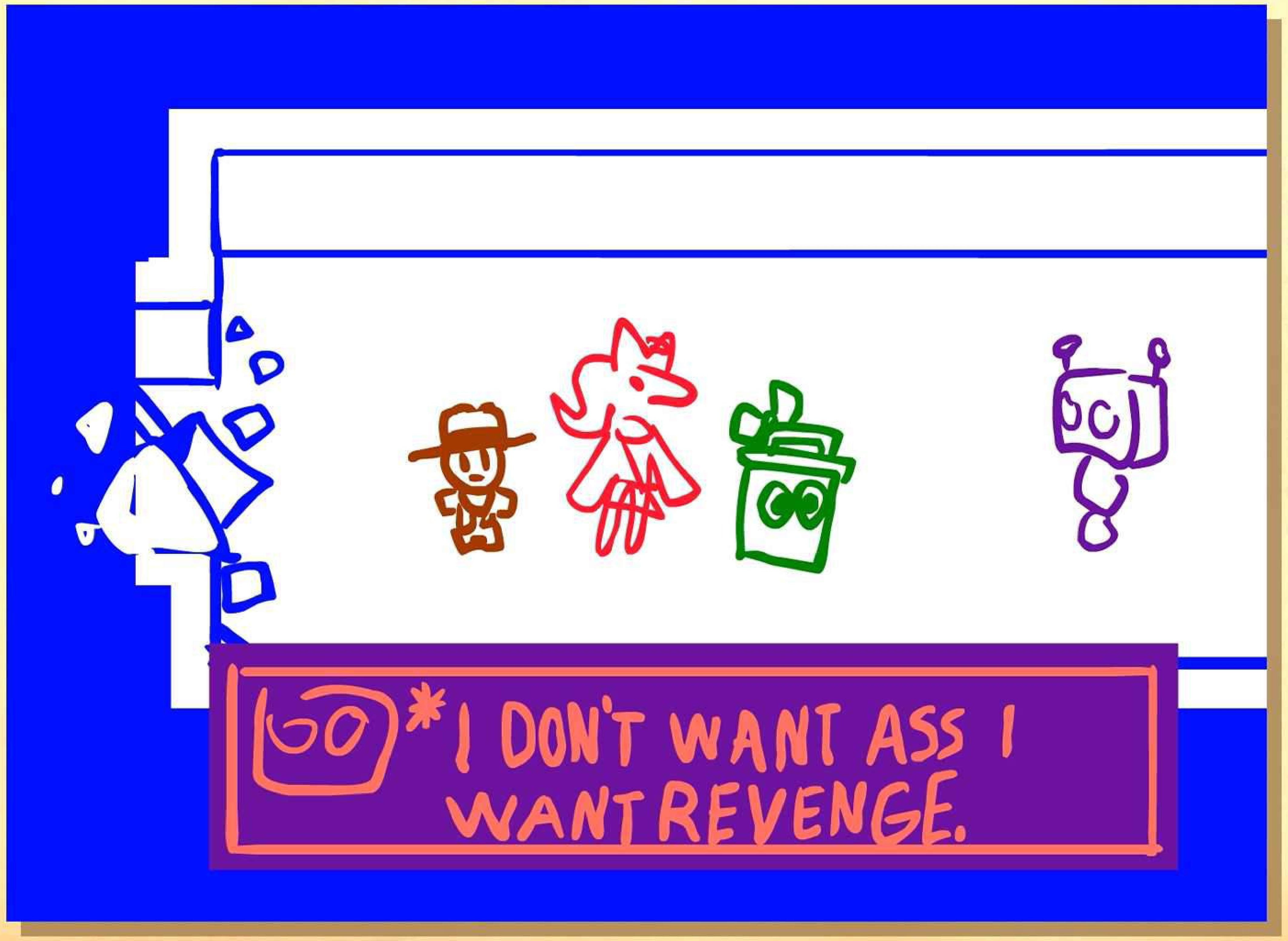

snowdin hat?
Dunes outfit
Mo
Growing fire
hat on ground
throw Anim
Jacket Anim
Stomp
Explodes Into Flames
Explosion + Mo's reaction
kick
Snap
Stand + fall apart anim
With fire Animation
1.
Add fire sprite on top
2.
3.
Add Smoke particles?
larger fire every text box
4.
5.
6.
takes off Jacket
7.
Stomping out flames
(clothes and mo in same sprite or separate?)
8.
Explodes Into flames
9.
Kicks into lava behind him
10.
edited Snap Anim
11.
Slides in
Mo
12.
Falls Apart

mo steam concept.png - 2020
Figburn

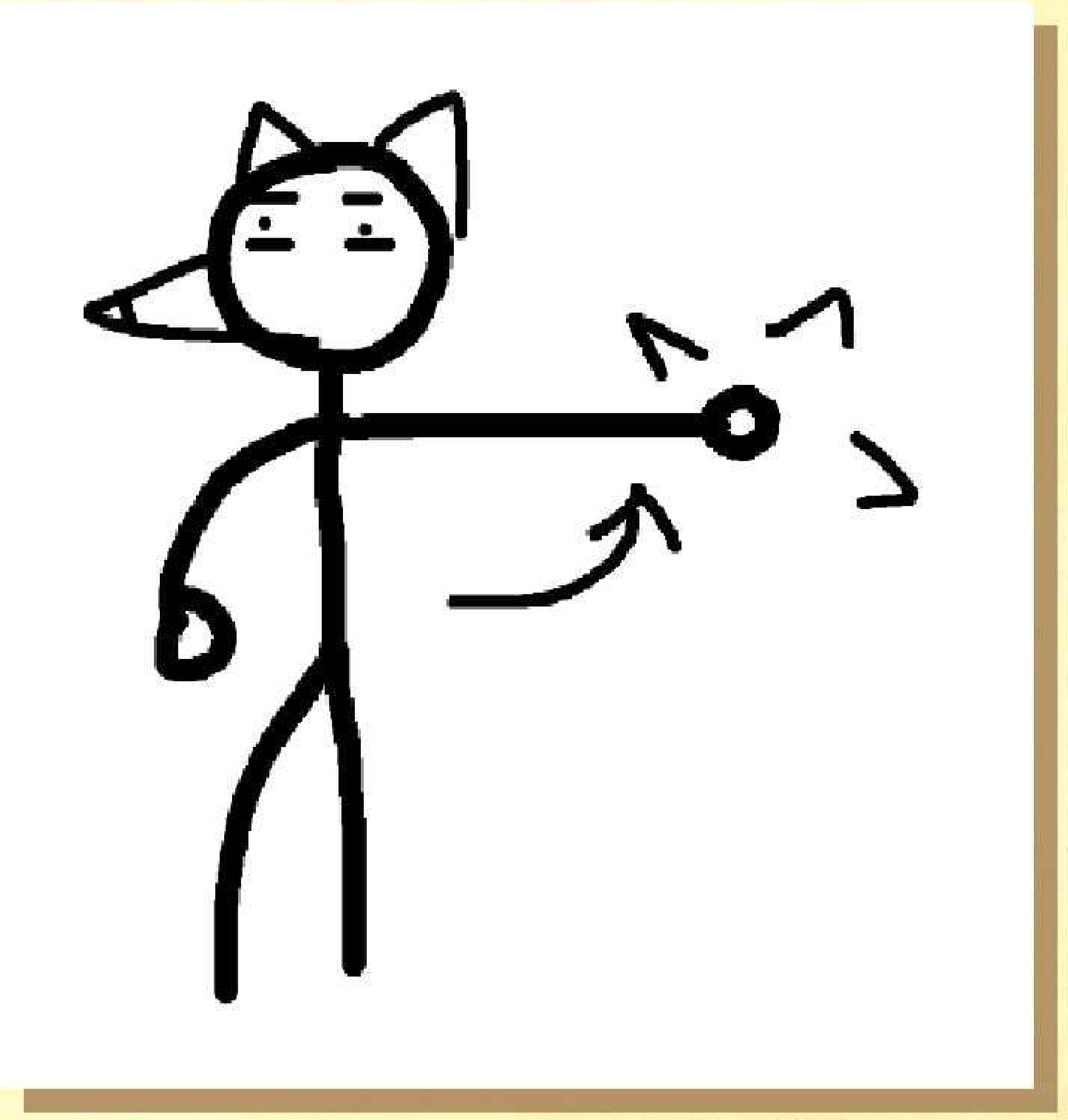




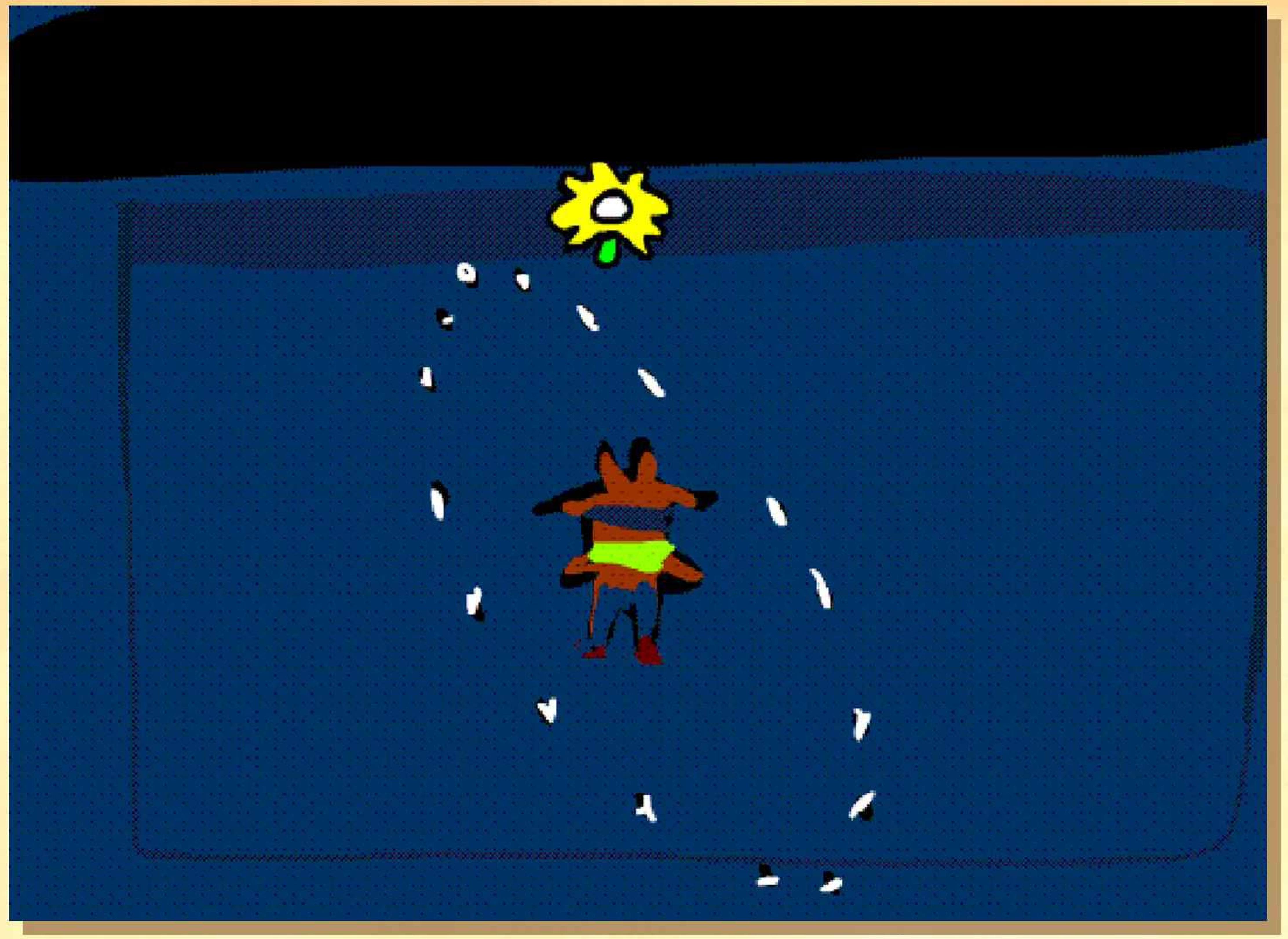
bot love.png - 2020
Figburn


*I DON'T WANT ASS I WANT REVENGE.

mock_up_cerb.mp4 - 2020
Figburn
A few times when working with complex scenes, I'd make an animated mock-up of the full scene in Adobe Flash to better understand what assets needed to be made, and to help the programmers.
- Fig



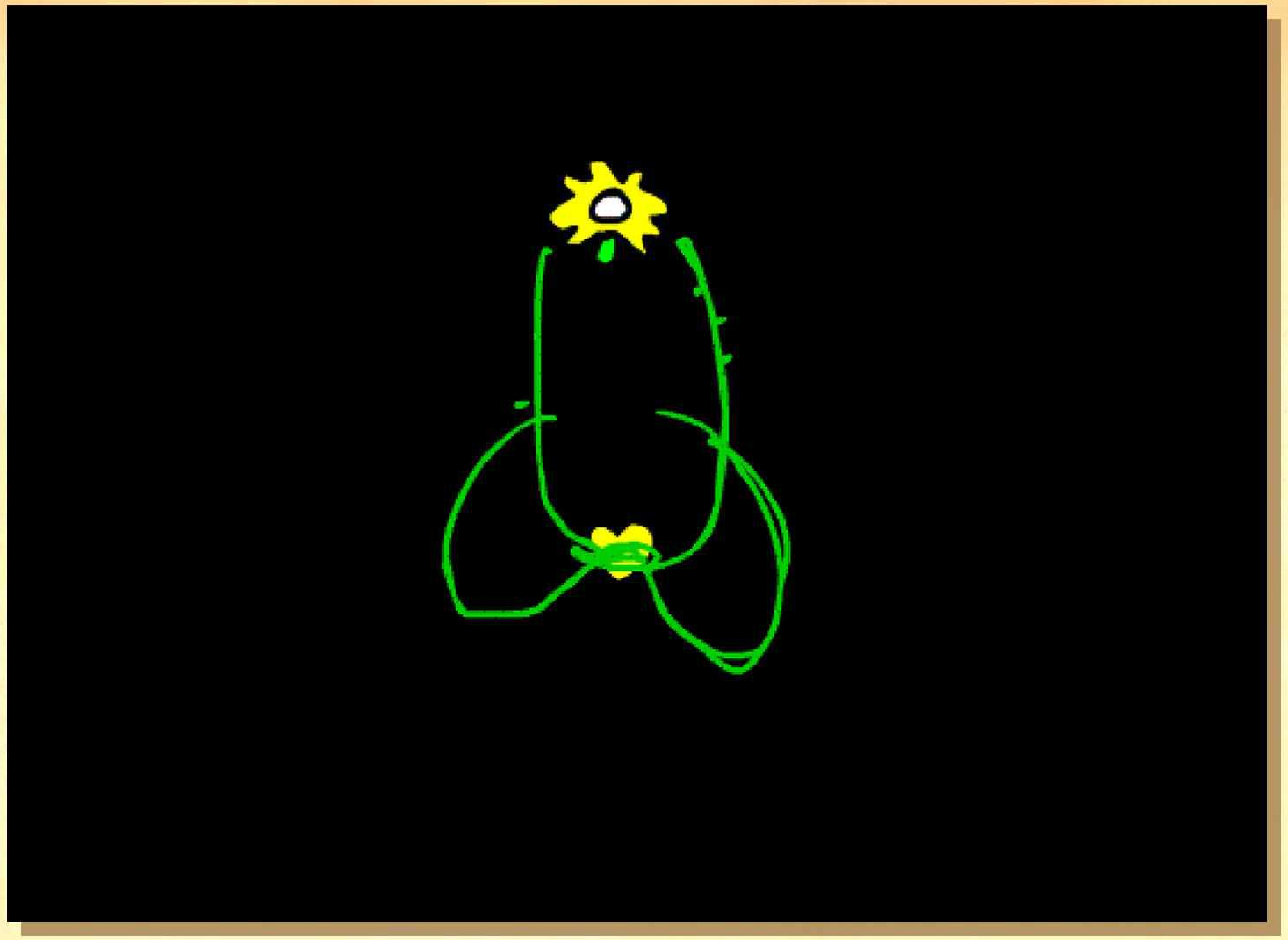
roba_screen.png - 2022
MasterSwordRemix

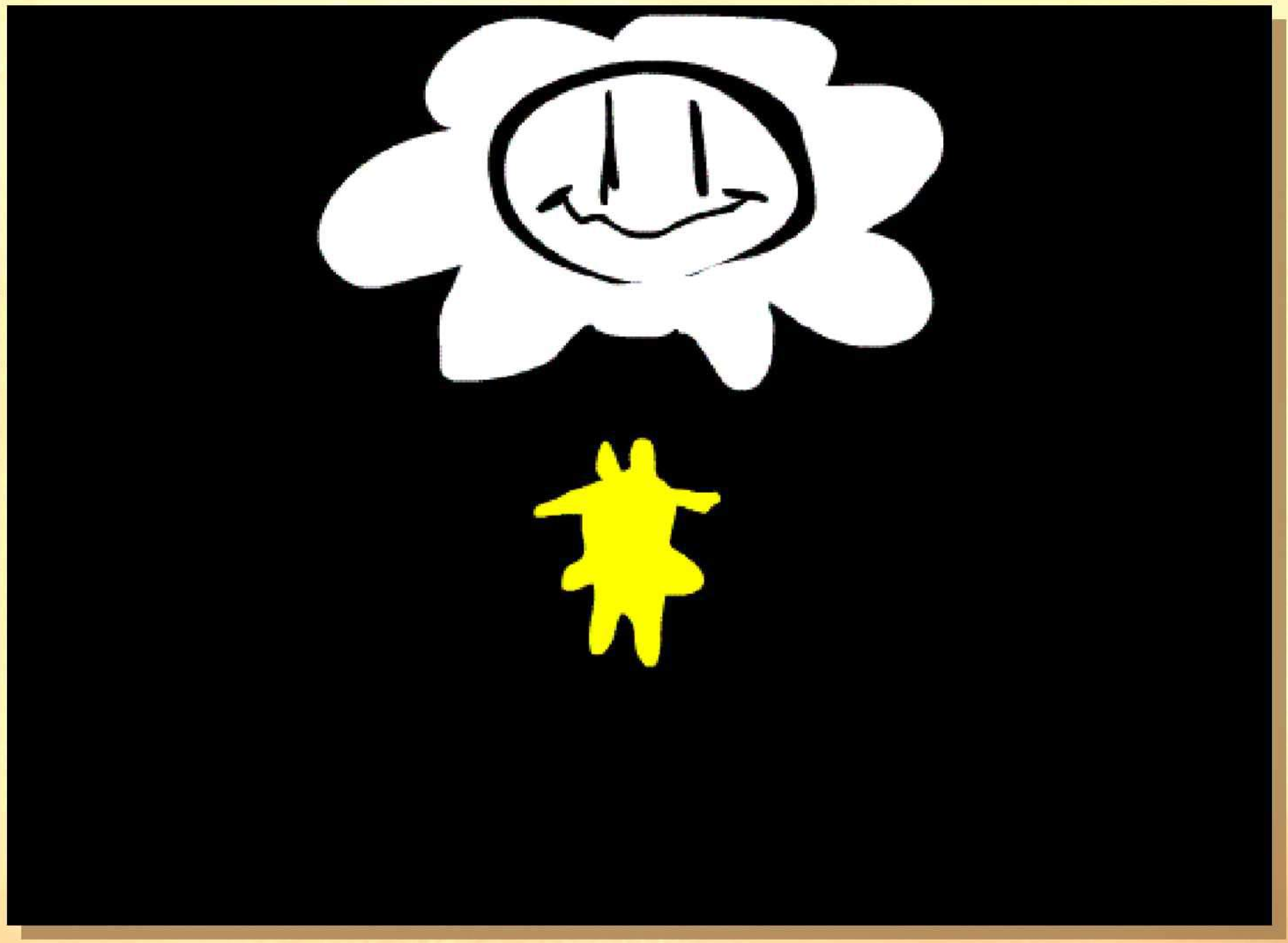


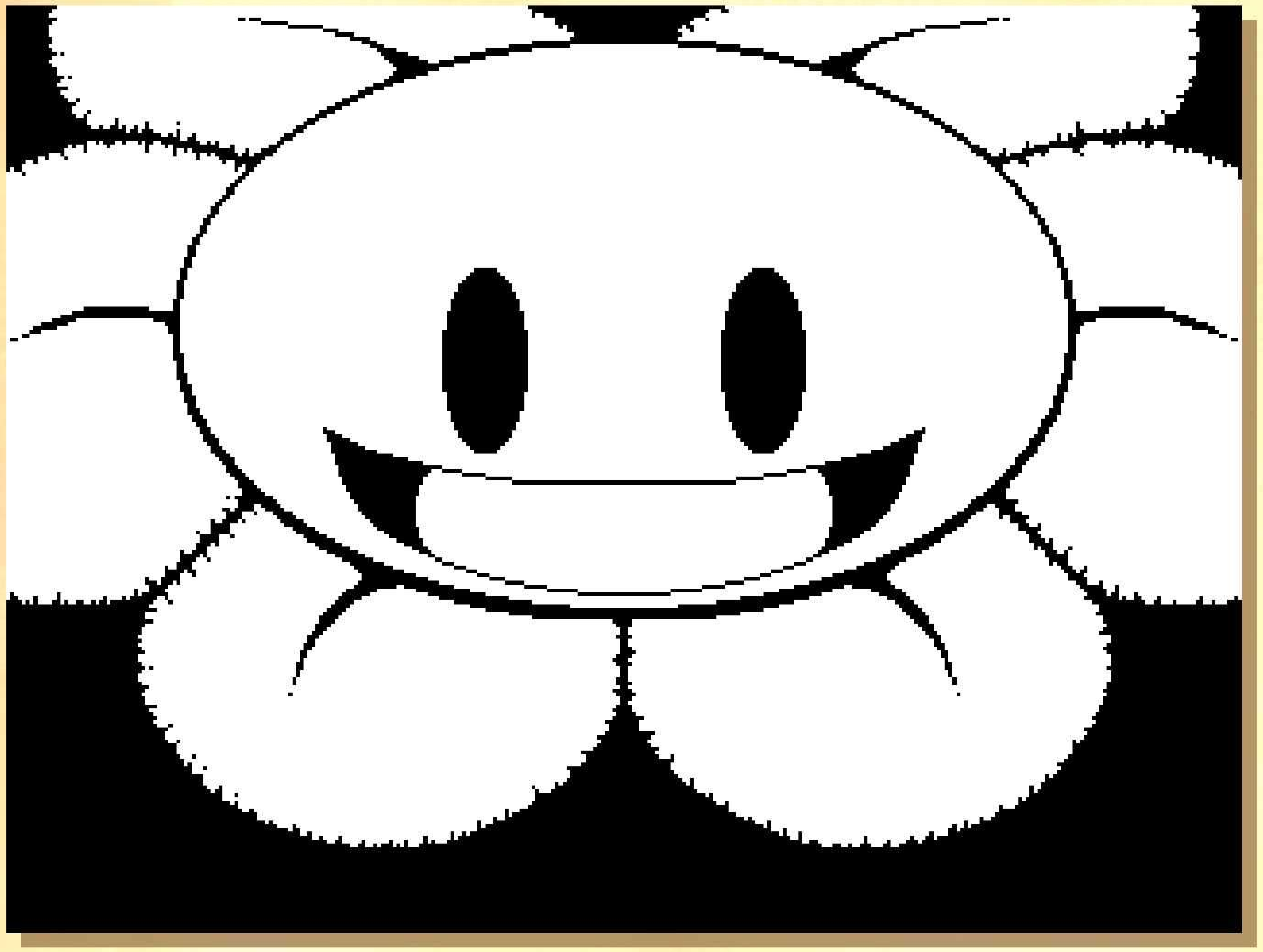
flow_moivk_up.gif - 2021
Figburn

Another Flash mock-up made to understand the order of events here.

Something people outside of development might not be aware of is how difficult it can be to get an idea from your head shared with others!
For a scene written down, two people can imagine entirely different scenes, so mock-ups always help confirm everyone is on the same page.
- Fig







beeg lil man.png - 2022

Deadkat

The script mentioned a big Flowey head but Spasco and I couldn't find the sprite, so I made one.

Sword's response will forever haunt me : "Bro, what is that." Turns out we just had to do what Undertale did and scale the normal sprite

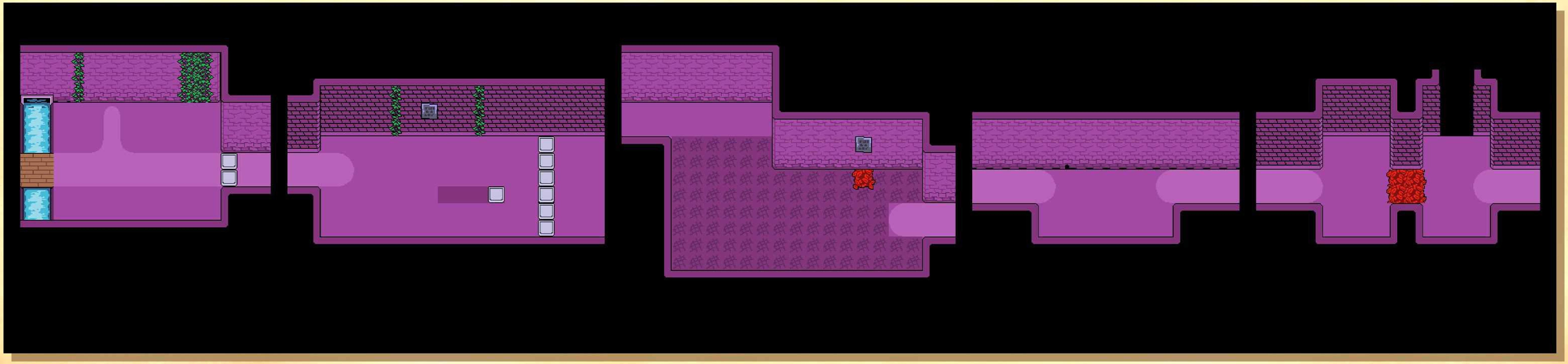
- Deadkat

Flashback_01.png - 2021

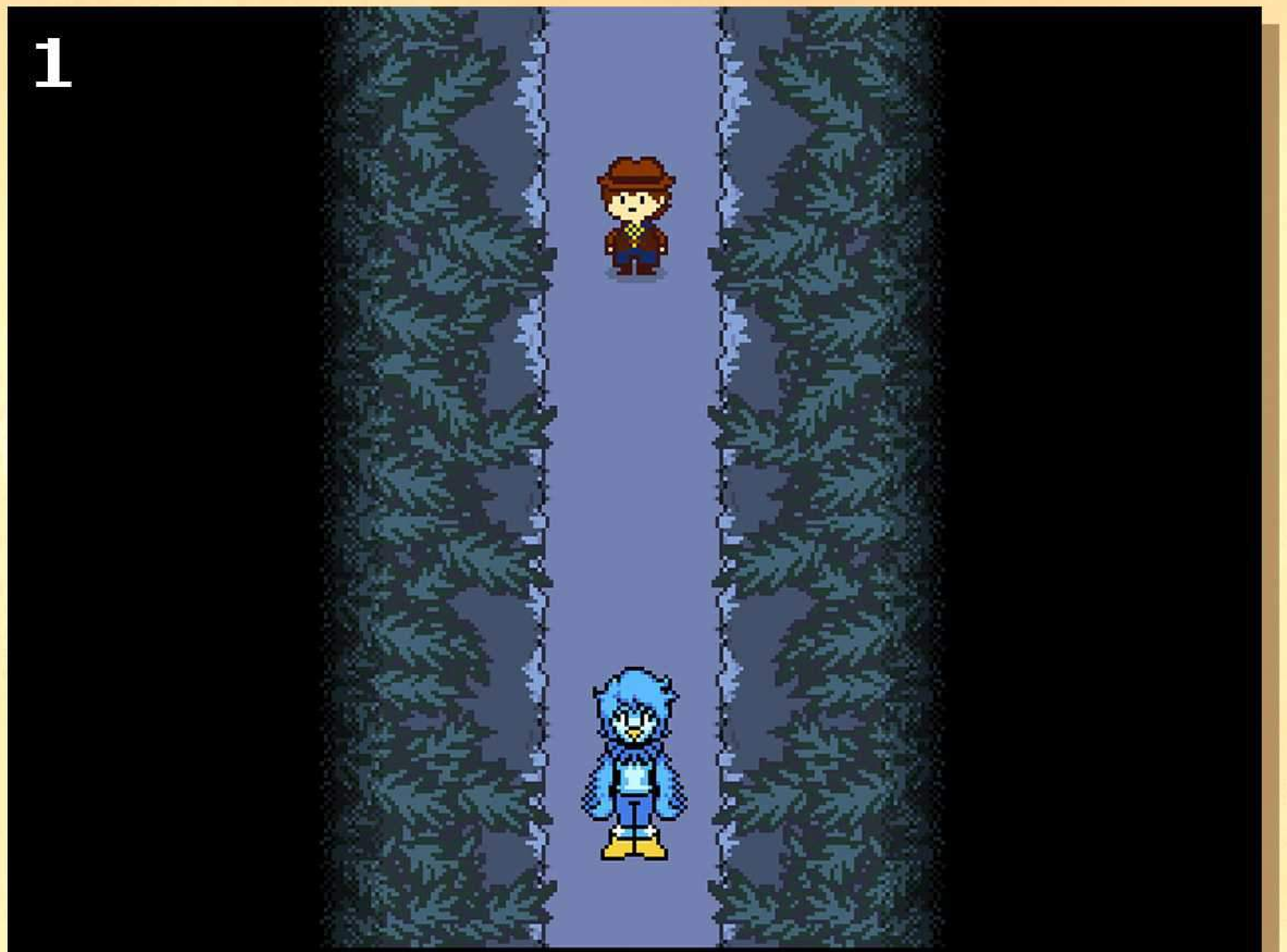
MasterSwordRemix *(Ruins by Toby Fox)*

The “echos of another” sequence is divided into two maps that simply teleport Clover around instead of loading separate rooms (a trick that most games utilize when they have to show different environments in quick succession).

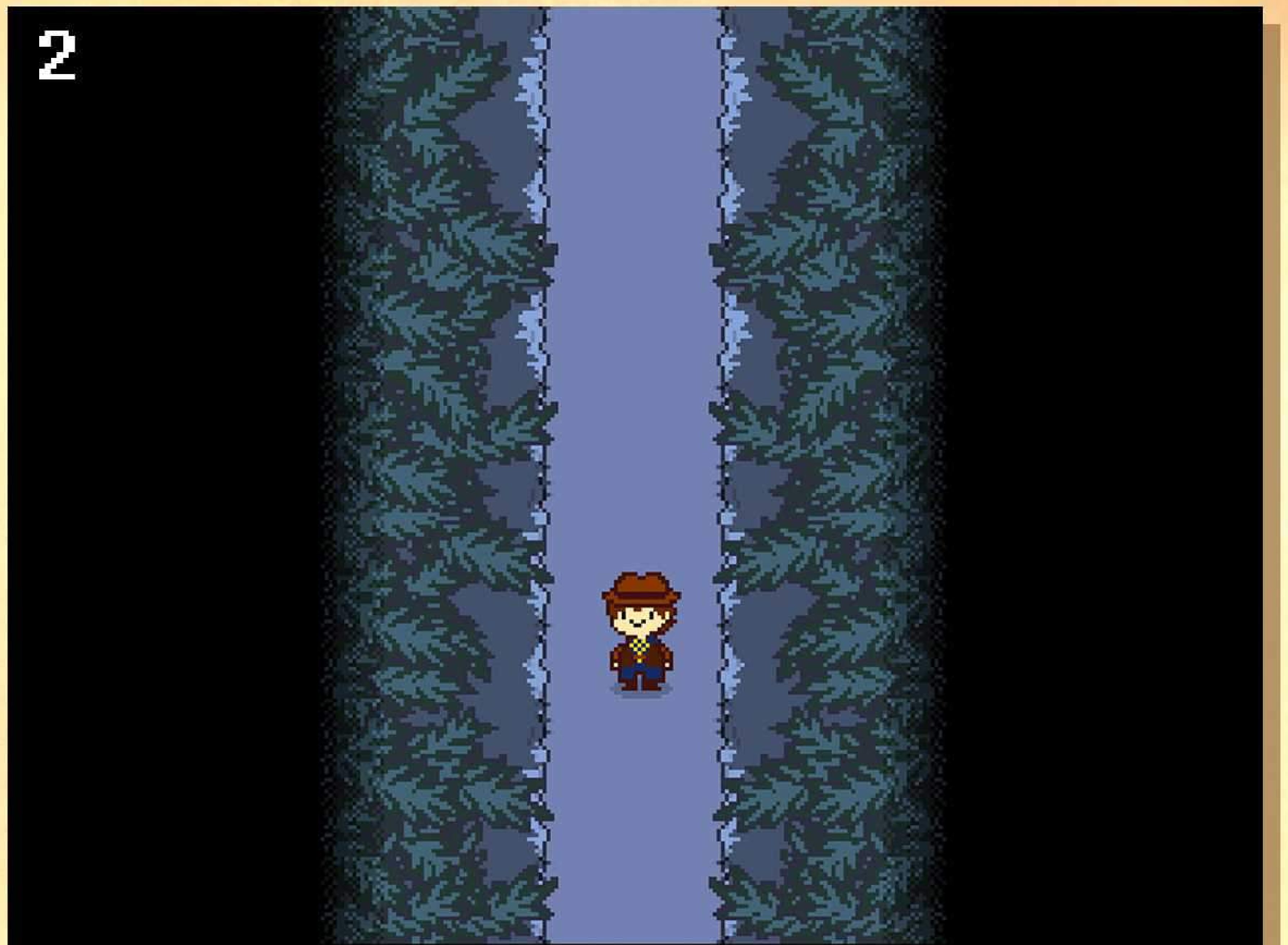
- Sword



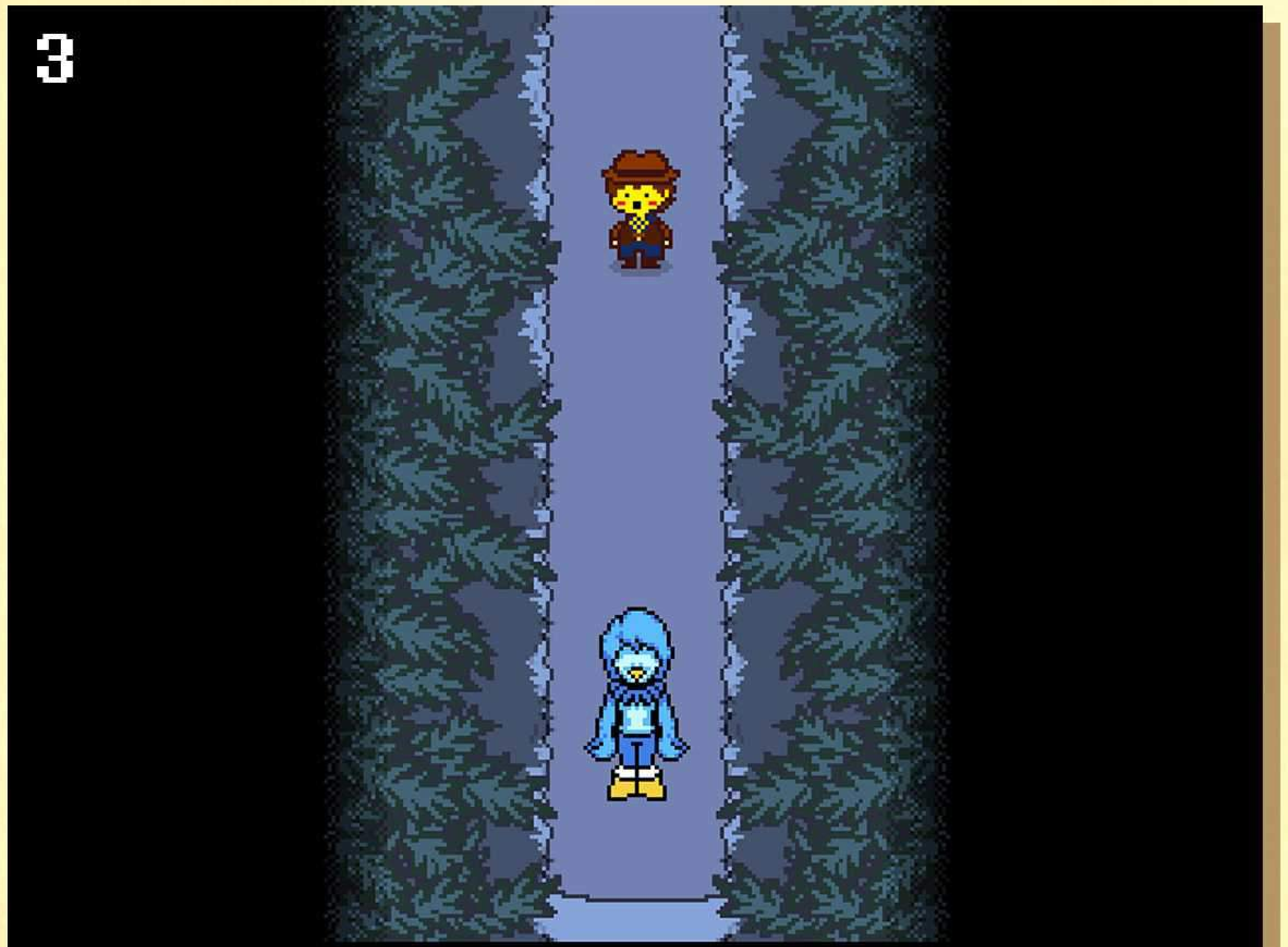
creepy world.png - 2019
GlitchedPie



You begin in a Snowdin hallway. Snowfall is playing. When you move down, you find Martlet and get a short scene of her walking down the hallway.

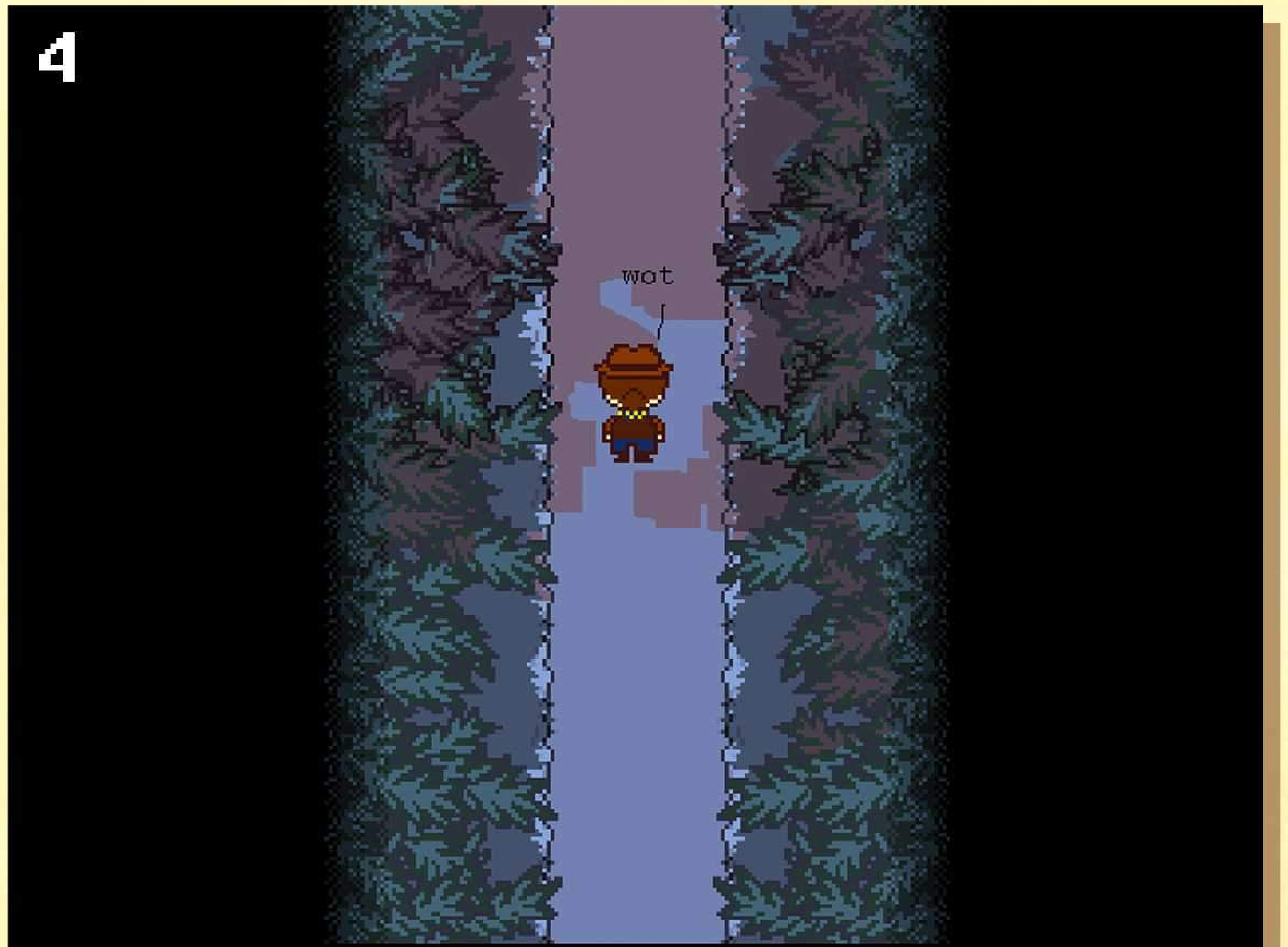


Follow her and you transition to a continuation of the hallway. The farther you walk down, the more Snowfall begins to fade out (think of the bird ambiance in the bunker room in Deltarune).



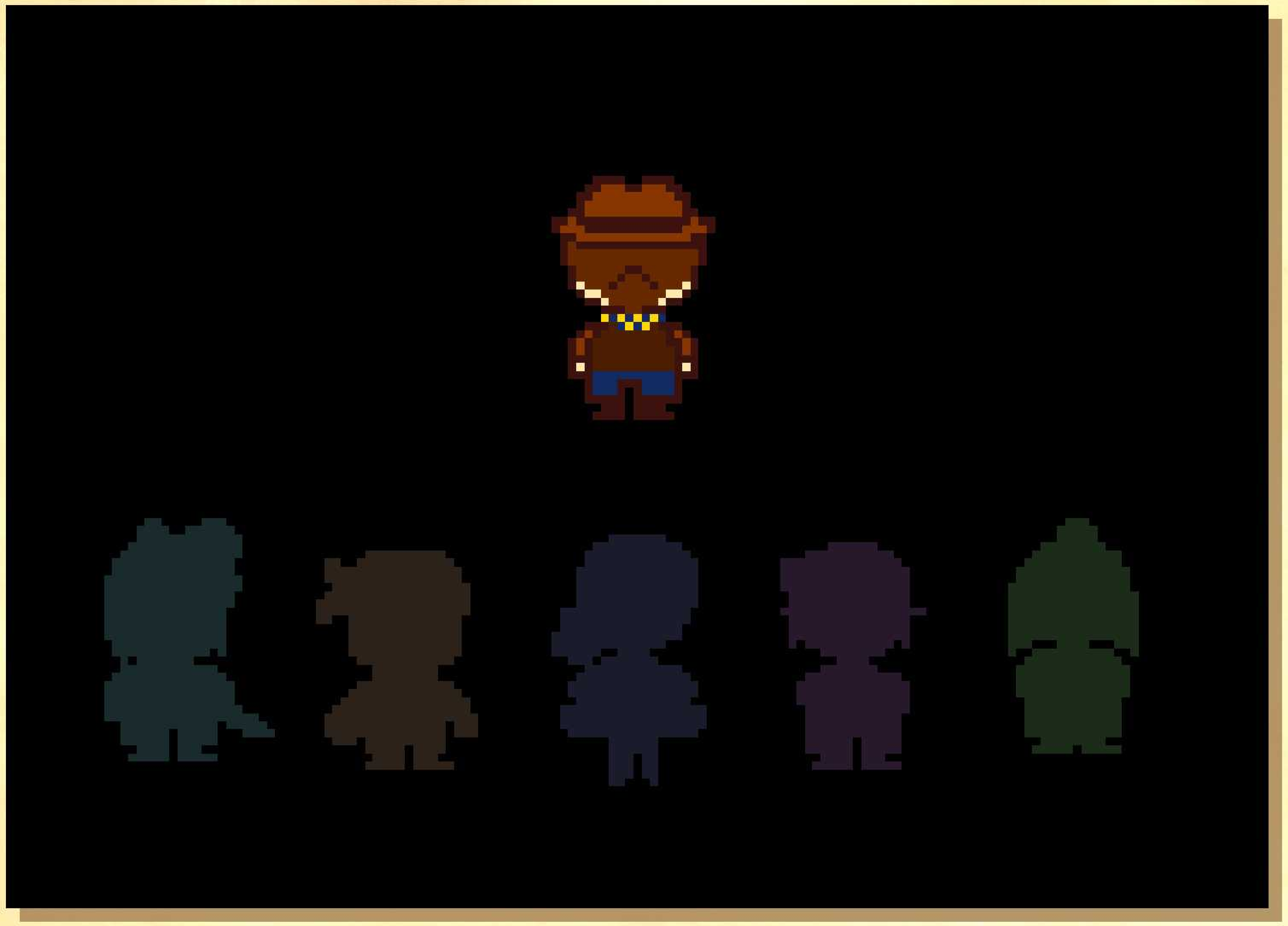
You reach the end of the hallway and find an unsettling, off-model Martlet. It has no collision and cannot be interacted with.

Eerie ambiance fades in.



You have no choice but to travel back upwards. As you travel up, the environment gradually distorts to a cold, pale, palette.

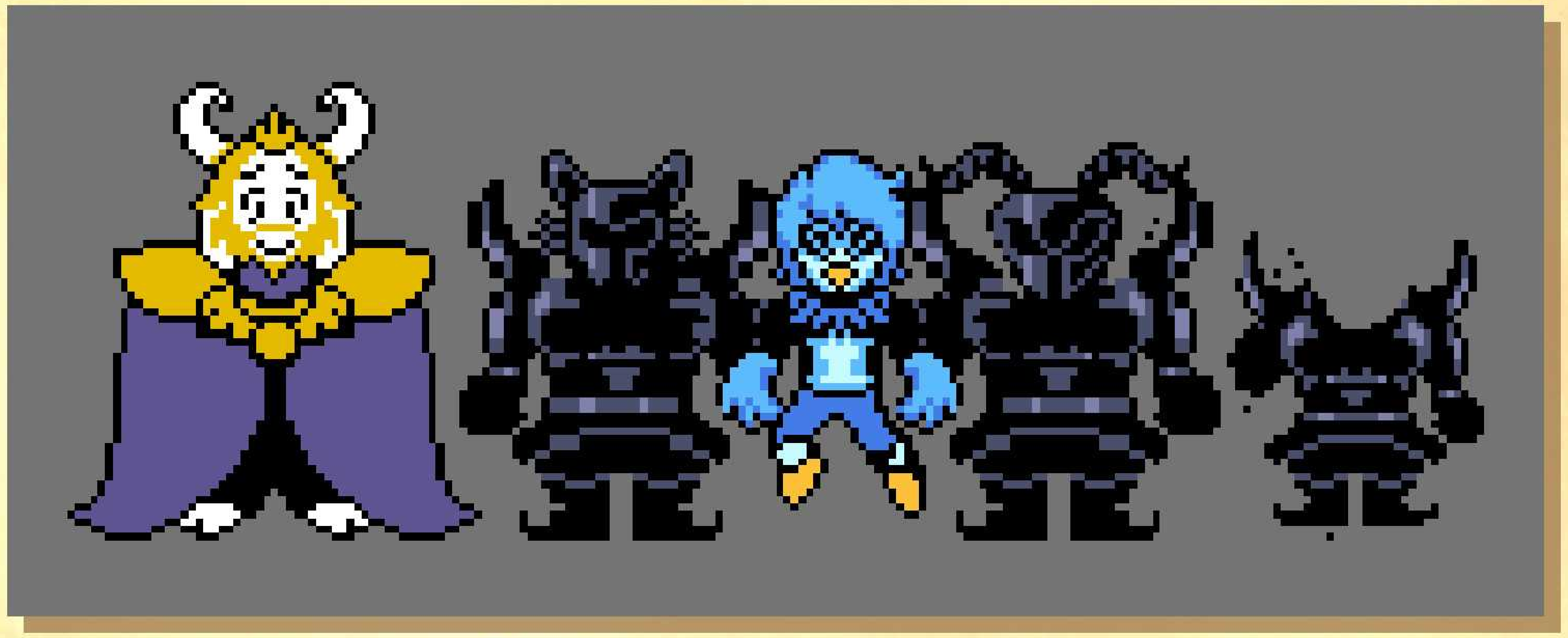
You keep going up until everything's distorted. boom weclome nightmare place haa eha



souls.png - 2022
GlitchedPie
Defined silhouettes were pitched for the no mercy ending but I decided to go with more generic designs to not step on the toes of fellow fans aspiring to design their own fallen humans.

Sure, it was our game and interpretation, but at the time, I already felt like Integrity's inclusion in the plot was pushing things a bit. Didn't want to "claim" any more lore.

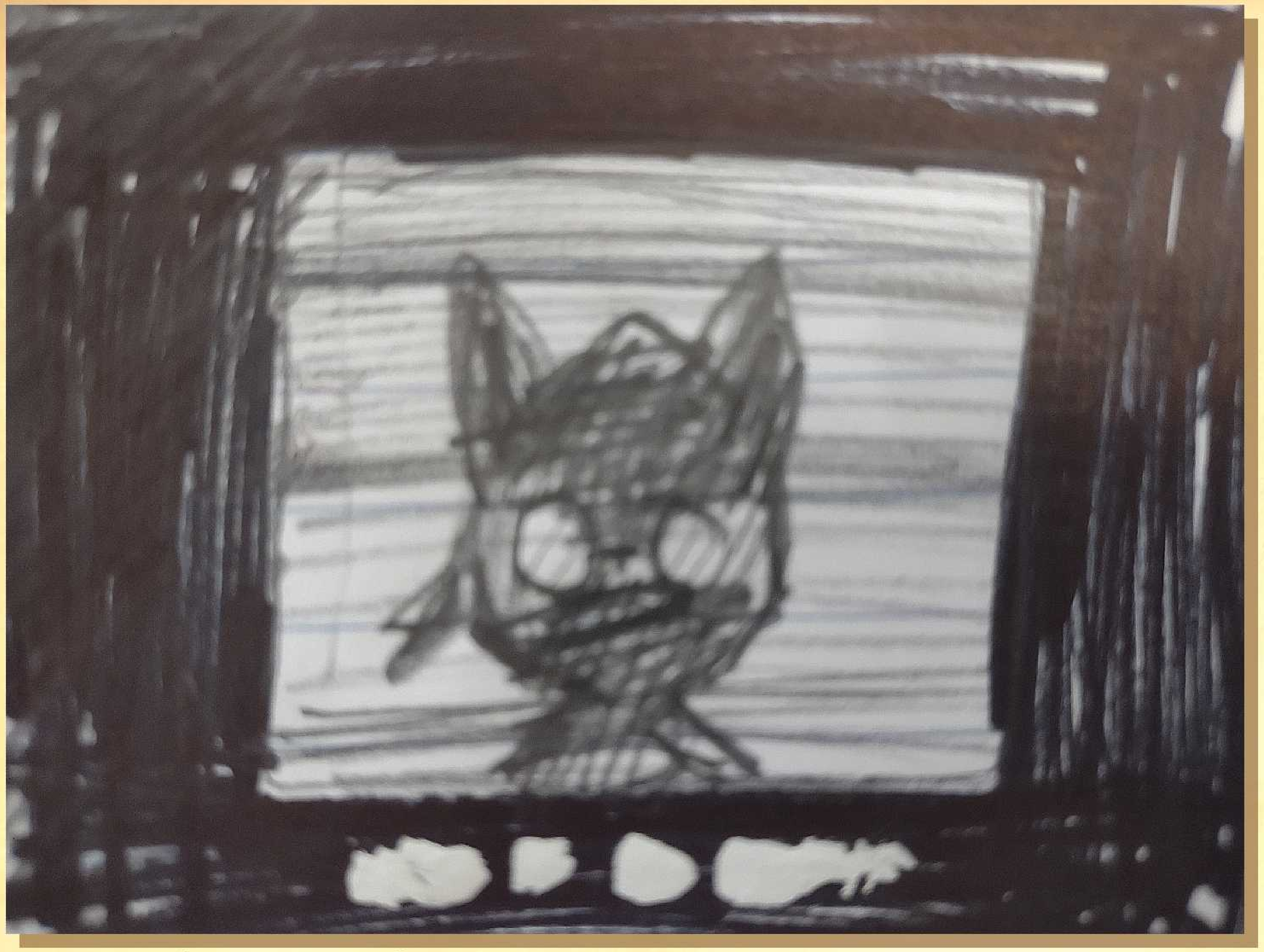
- Sword



Apprehended.png - 2022
AeroArtwork
In the original Asgore ending, Martlet would have put up a bit more of a fight on Clover's behalf and Asgore would have called the Royal Guard to escort her out, screaming and kicking for Clover as shes dragged out.

Even though I do like Martlet's persistence a bit more in the draft, Day told us it probably wasn't a good idea for Asgore to be so callous towards another monsters wellbeing and it was a little overdramatic. So something a bit more subtle was done in the end.

- Aero

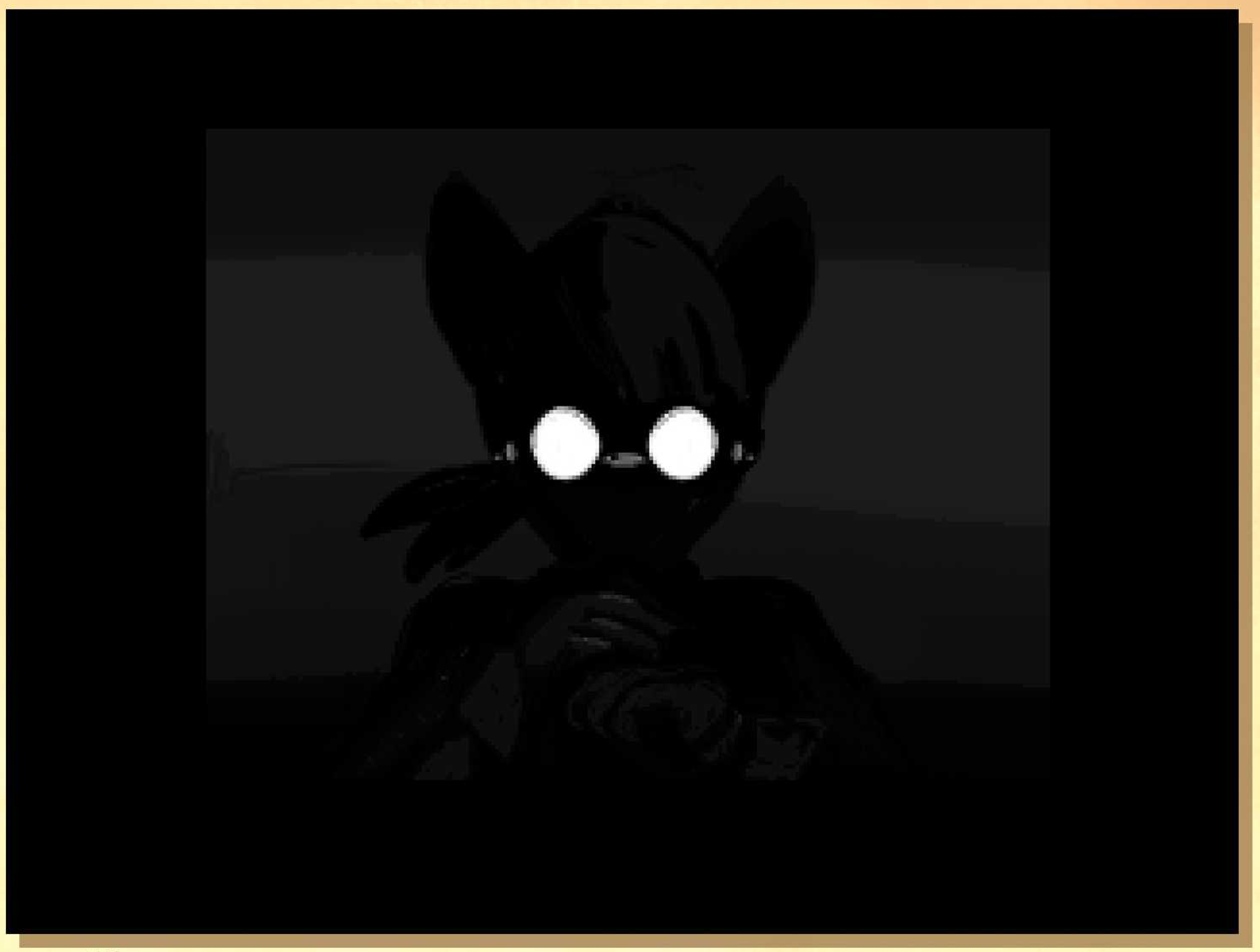


the guy in the chair.png - 2022
AeroArtwork

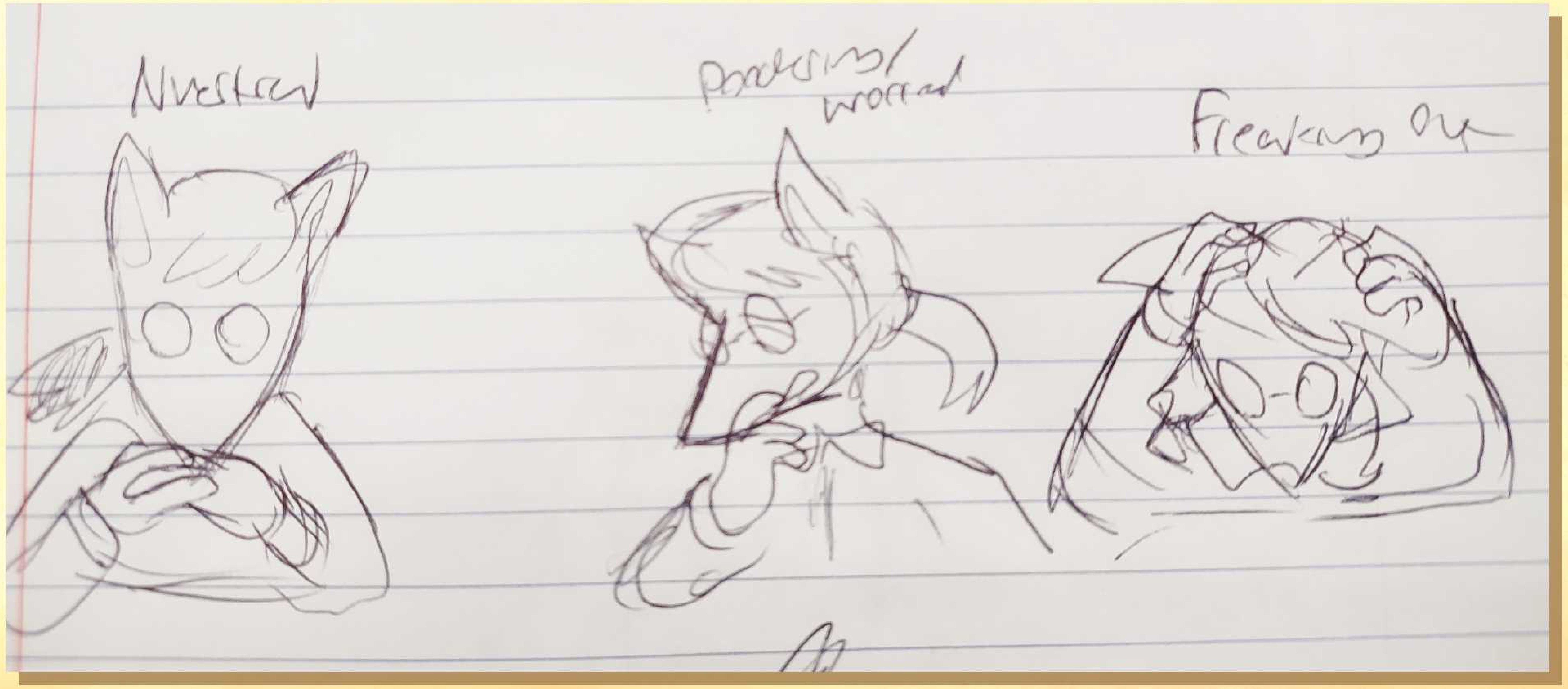
Originally, the Chujin tapes were going to play out similar to the True Lab tapes from Undertale, but I really wanted to show Chujin’s visual decline. He was perfect for the lost tapes/evil anime glasses tropes.

The sprite art was inspired by the limited palette full art that you would see in Cave Story.

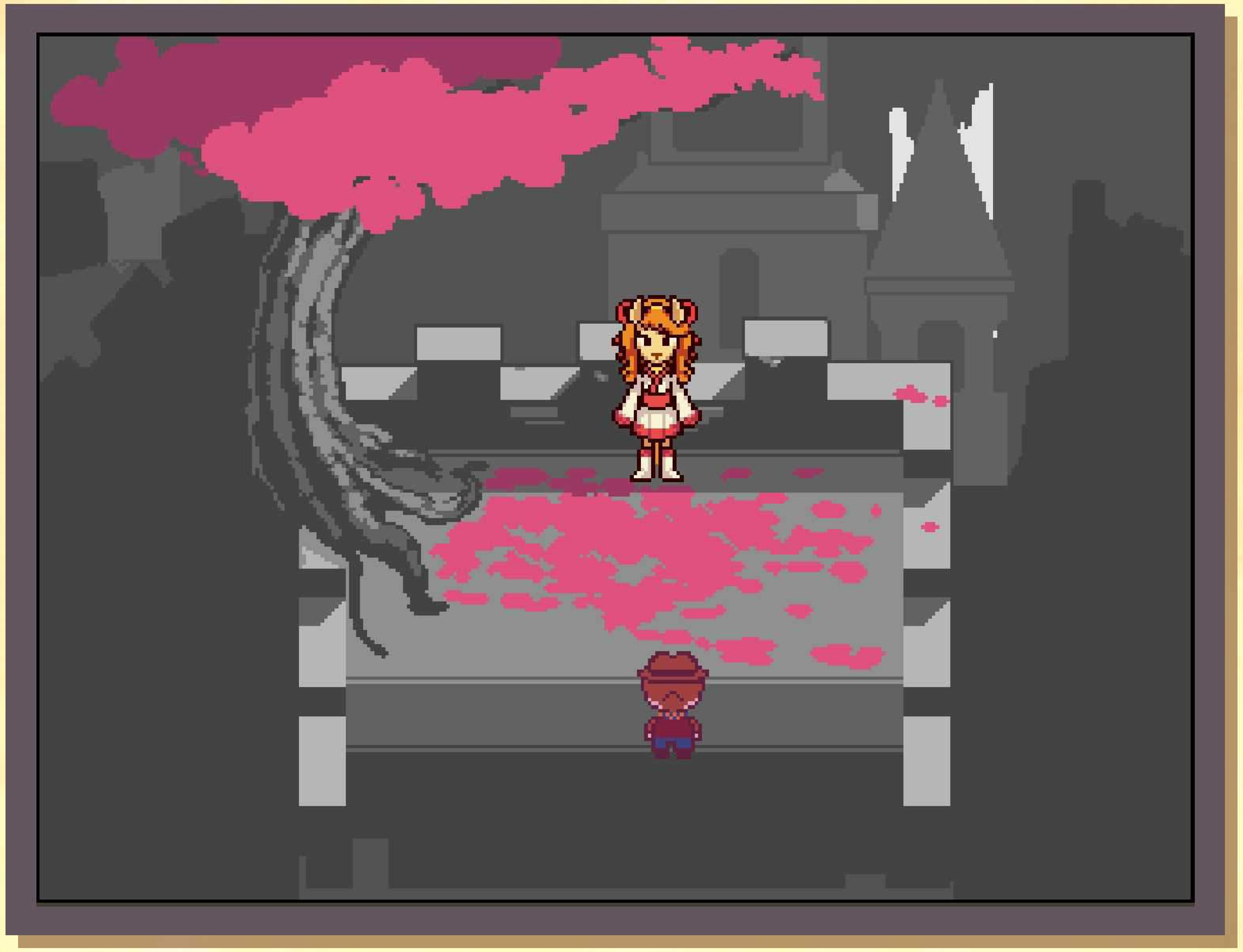
- Aero



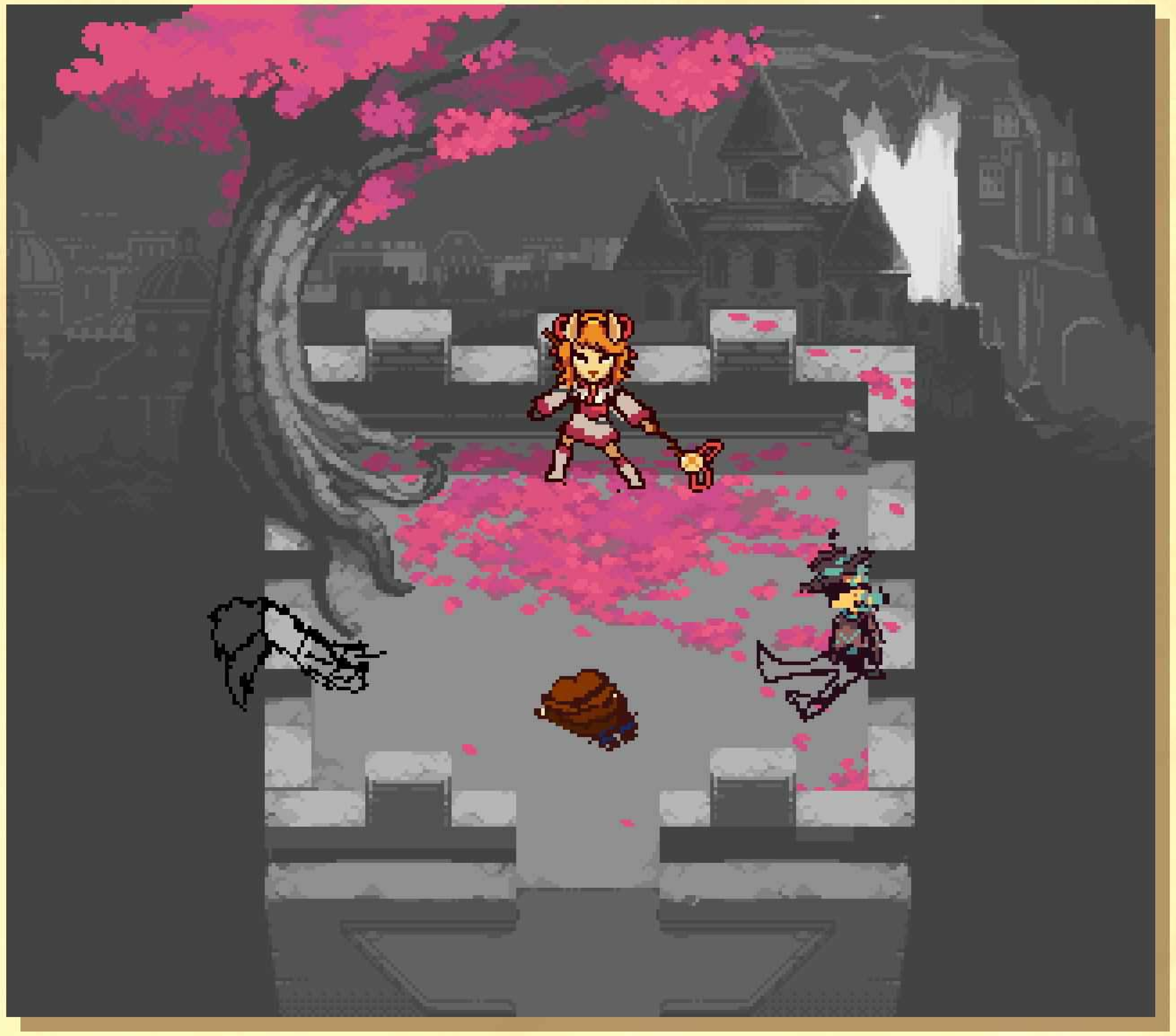
chujin_rough.png - 2022
AeroArtwork



chujin poses 1.png - 2022
AeroArtwork



end_wip.png - 2022
GlitchedPie

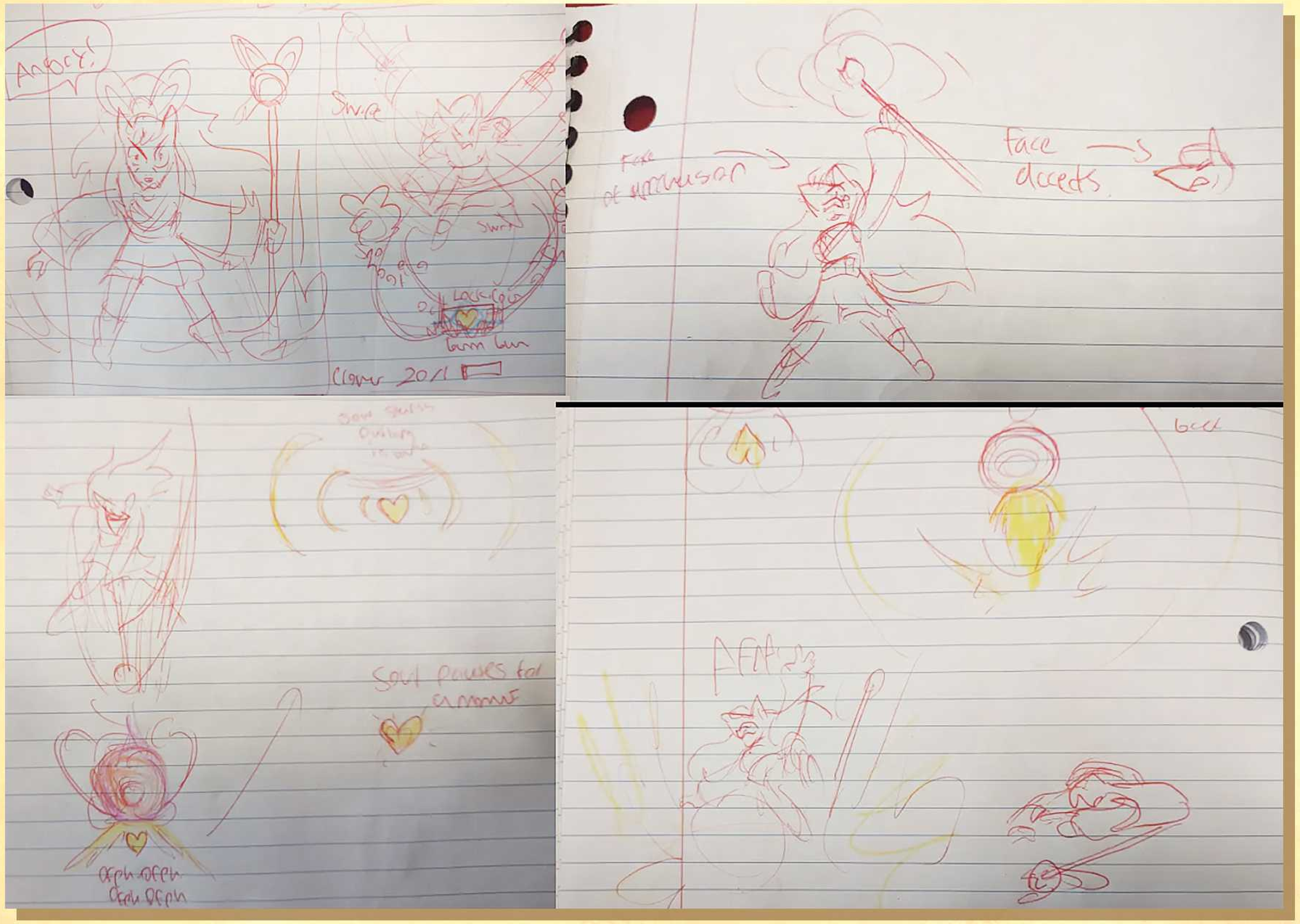


wip.gif - 2022
AeroArtwork

It was really fun to be able to go crazy on some animation that you would not really see in base Undertale. I wanted to make these moments feel more cinematic than other parts in the game, so we tried making the animations more fluent and punchier, even if it was a lot of extra work.

It always surprises people though, so I think I made the right call.

- Aero



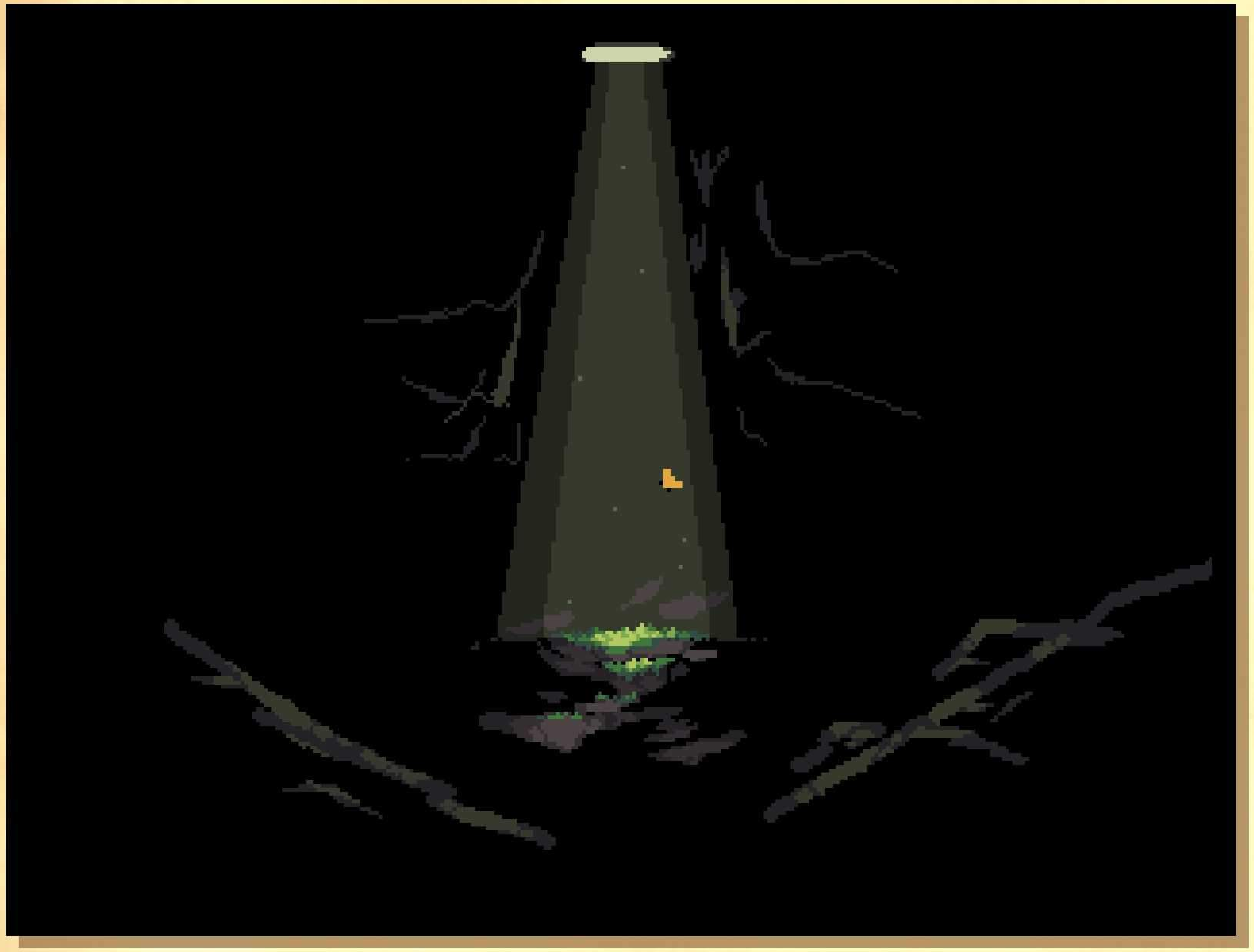
CerobaStoryboard.png - 2022
AeroArtwork

experiment.png - 2022
GlitchedPie

Day and I mulled over this particular part of Ceroba's story off and on for years, trying to strike a balance of "terrible mistake" and "debatable". Justice is often complex, so we wanted to create a backstory that could be fought for or against, much like a legal trial.

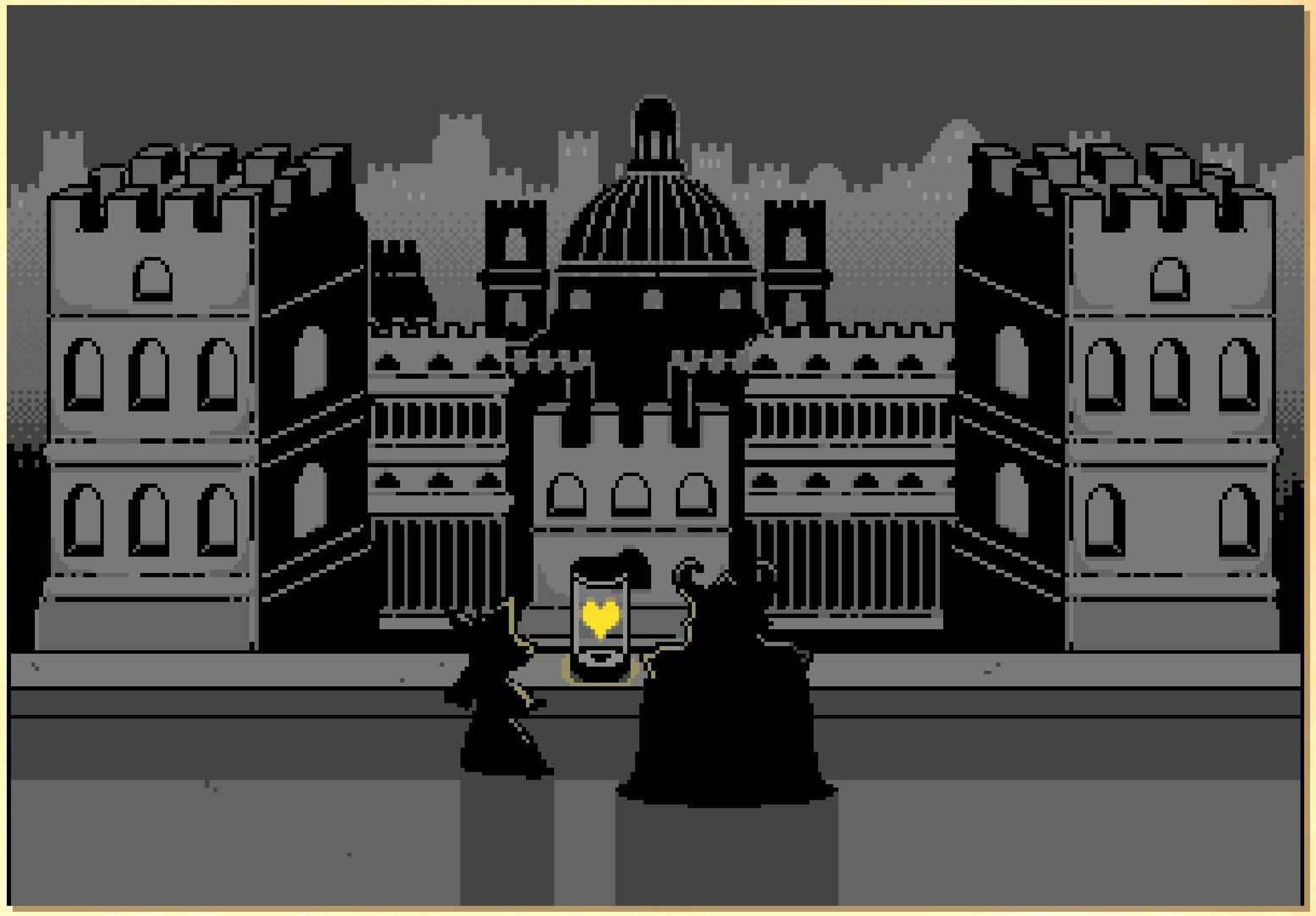
Ultimately, it was meant to be a bad thing, but it did lead to a lot of discussion and debate whether she deserves forgiveness or not. I'd call that a success.

- Sword



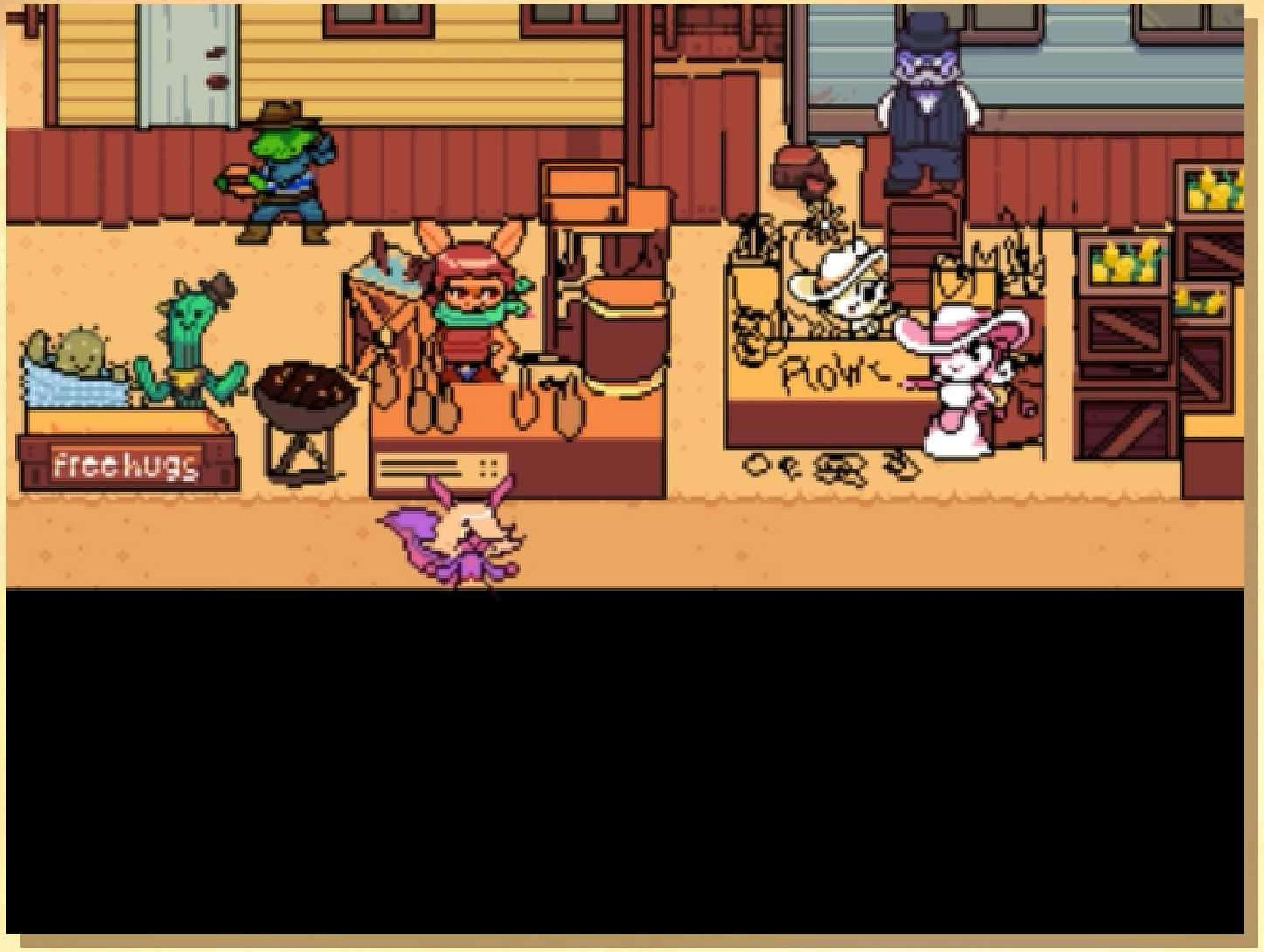
ending1.png - 2022
GlitchedPie
From the beginning, I knew we had to nail the ending from an emotional standpoint. It was to be the most important moment for the main character after all.

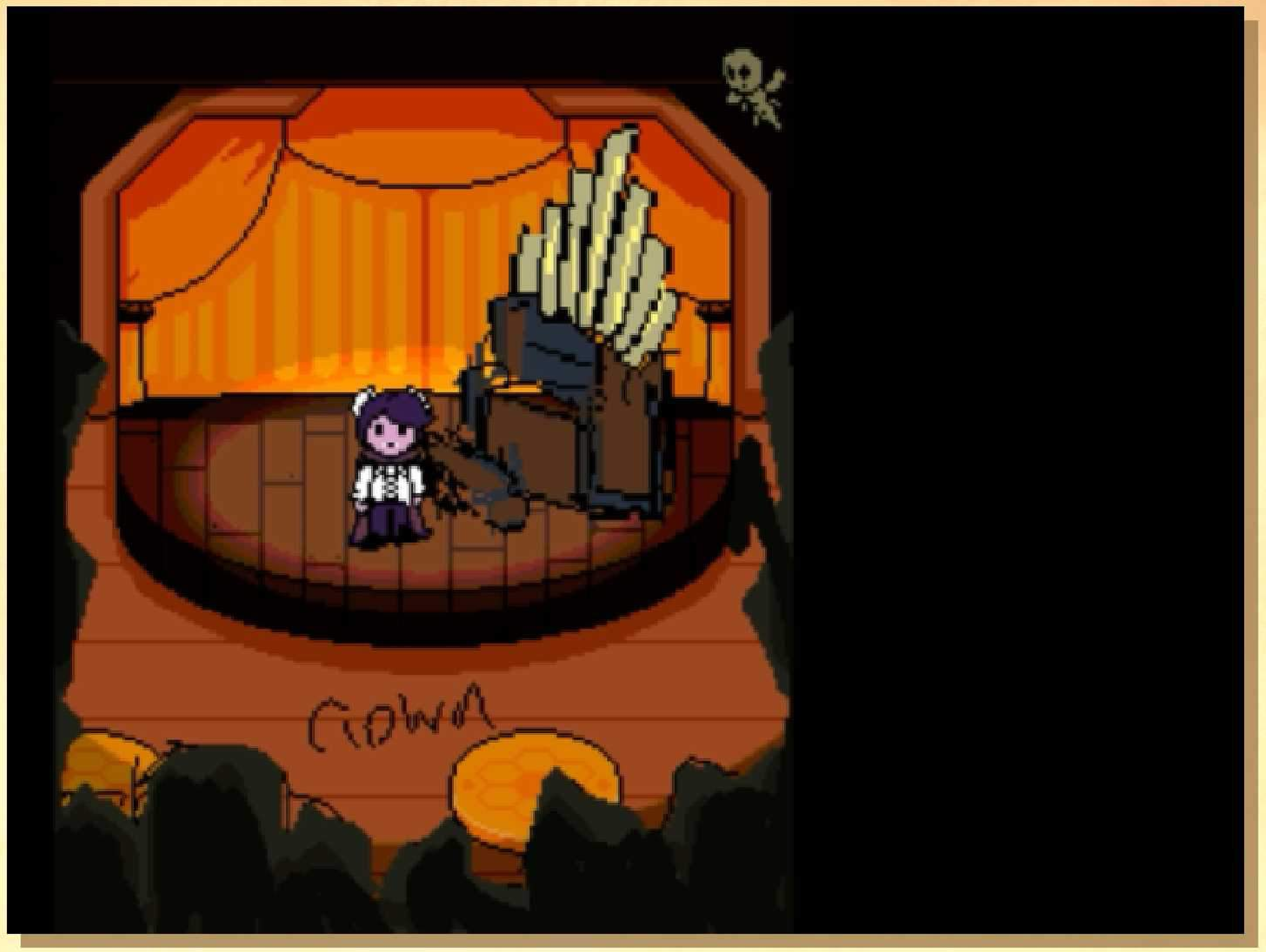
I thought about it for years, daydreaming, and in the end, it became my favorite directed sequence in the game.
- Sword



mockup_C&A.png - 2018
GlitchedPie
An idea for an intermission scene during the credits.

While we decided the less we show the better, I bet this would've been a good conversation to listen in on.
- Sword





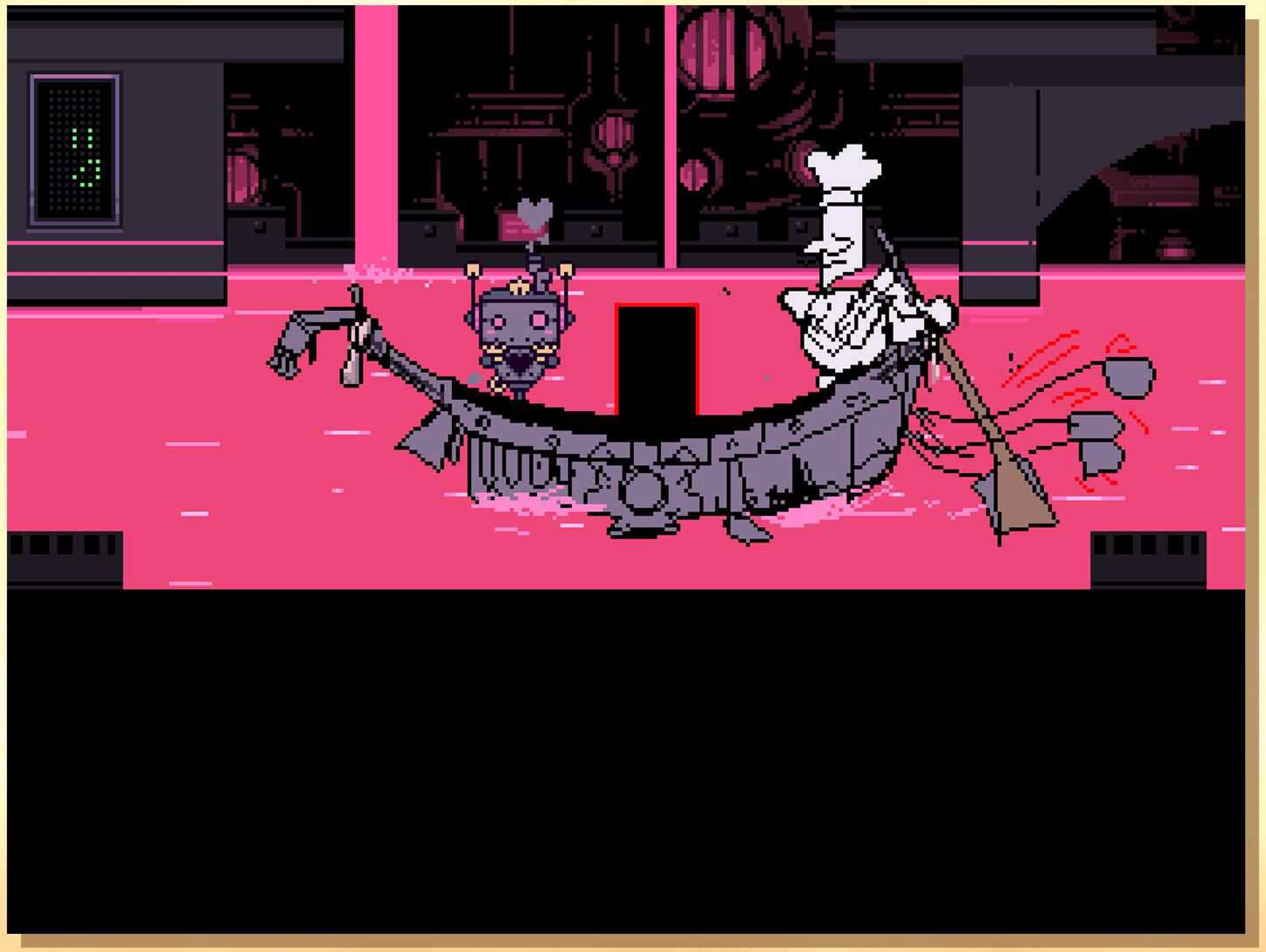
credits_mockup.mp4 - 2022
AeroArtwork

I was honestly surprised I got to do so much on UTY's finale.

I got to storyboard and animate a lot on the credits sequence, among other things.

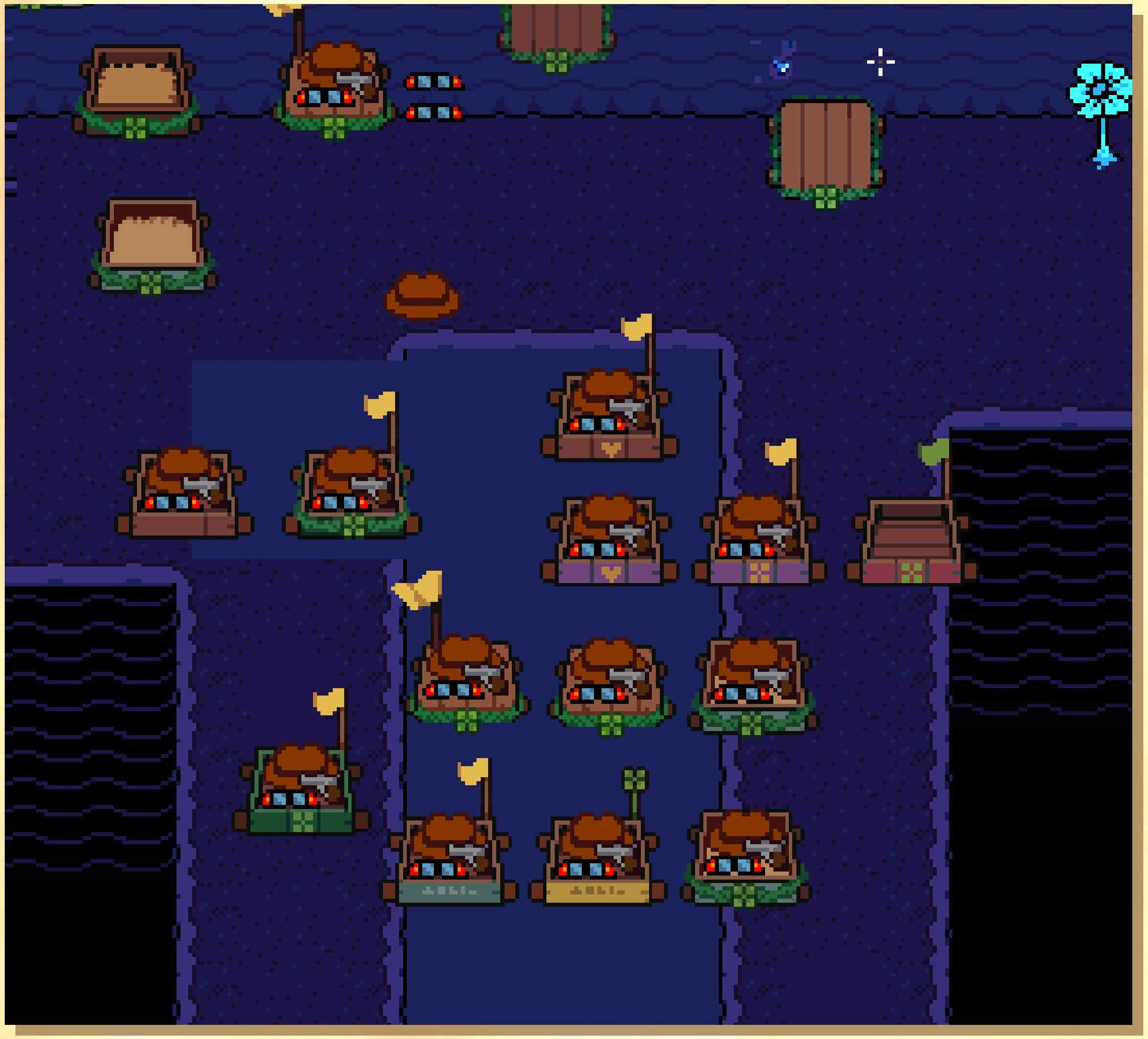
If you told me that I was gonna helping make my favorite fangame back in 2016, I wouldn't have believed you.

- Aero

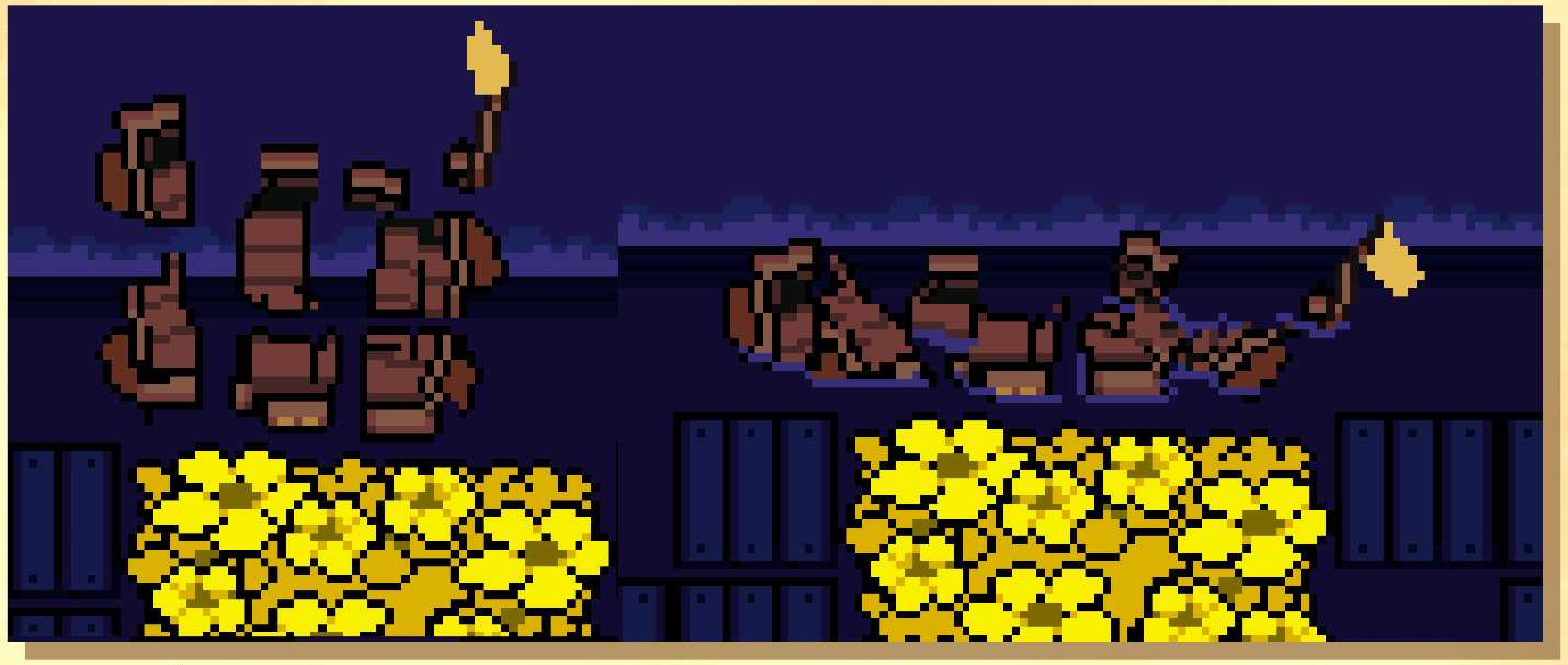


When I made an edit of Aero's mockup to figure out credit placement, we didn't have the music ready, so naturally I used "What I've Done" by Linkin Park.

- Sword



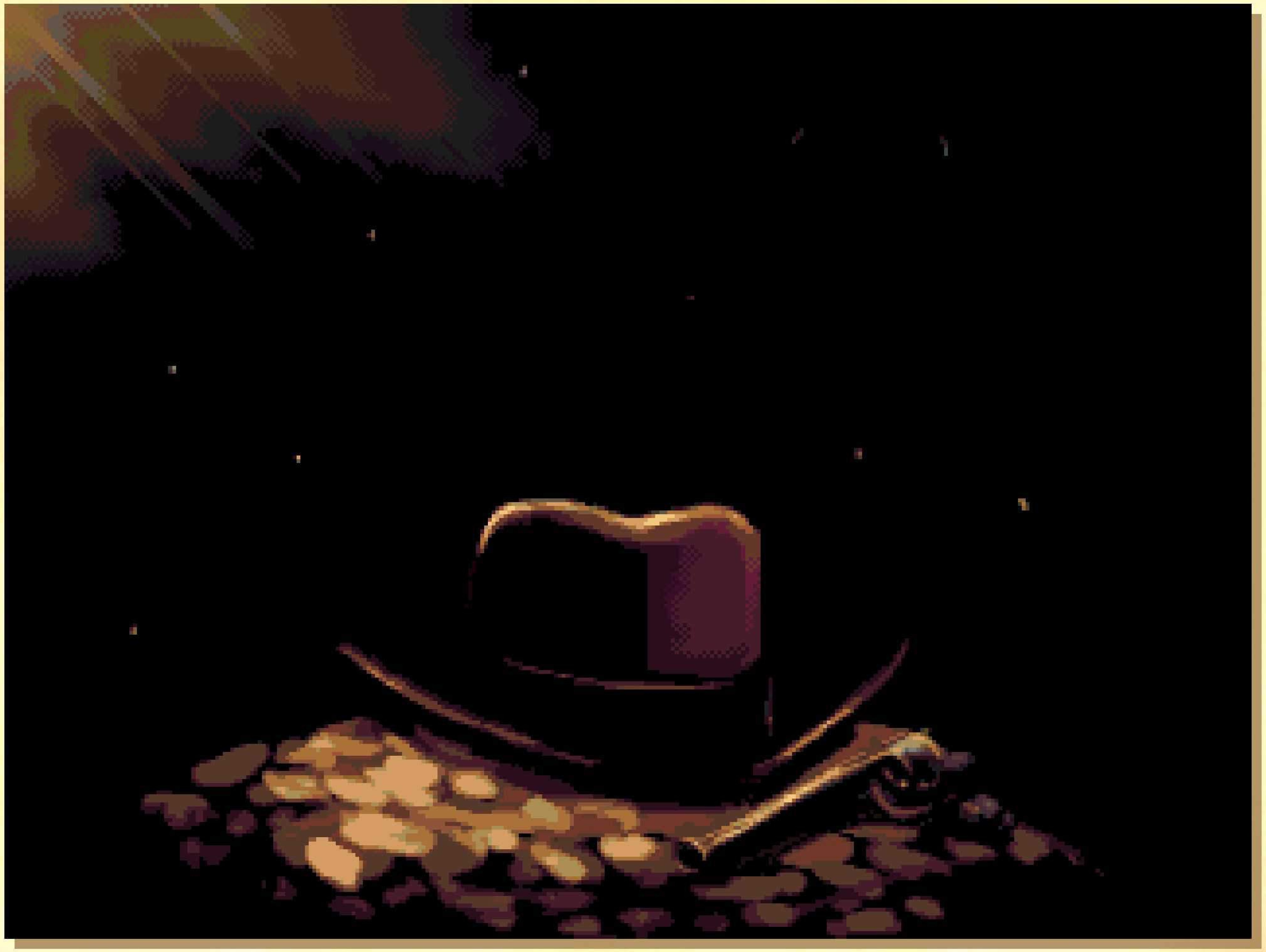
raftcity.png - 2023
GlitchedPie
The scratchpad I used for designing the raft and the multiple considerations for its look.
- Glitched



breaking raft.png - 2023
AeroArtwork
A test from when we were trying to figure out how to dispose of the raft for the last shot.

The solution turned out to be what everybody does with incriminating evidence.

Hide it in a pile of garbage!
- Sword



end.png - 2023
AeroArtwork, GlitchedPie

CONCLUSION

Undertale Yellow is, and will always be incredibly special to me.

Despite hardships, it gave me some of my best friendships, grew creativity, improved skill sets, and provided for people through charity. I got to work alongside amazing artists through thick and thin, persevering to the finish line. It’s given me endless laughter and joy over the years - opportunities I would’ve never imagined as that fifteen-year-old playing Undertale for the first time. It changed my life.

So, were the eight years worth it? I think so. We set out to do something not many had done, and we made it. A little beaten, bruised, and lacking Dalv screen time... but we made it.

- Sword

CREDITS

Art Book Assembly
MasterSwordRemix
AeroArtwork
Figburn

Project Lead:
MasterSwordRemix

Programming:
Spasco
Deadkat
Mysteryracer

Narrative Design:
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'Cooper' Design:
Migs

'Flower Girls' Designs:
AeroArtwork

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Noteblock
MyNewSoundtrack
Figburn

Additional Music:
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DylzaL
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Spasco
Figburn
GlitchedPie

Voice of Mew Mew:
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CREDITS

Special Thanks

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Fridgadae
TheKameru
Angelasamshi
Icewolf
Doggybag
Infernocop
Astratt
Zarla
Yamina
Slitherpunk
Blumod
Scoffy
Coal Bones
Trent Noah
Simisear
Polybius3D

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TsunamiCoRyan
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AgentDrako
Beesecase
R2d2kx100
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GothGrave
Skost
Minmo
CapsuleGravy
Daynadooodles
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AstroAmphibian
Blembino
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Fatz
LegitimateNoodle
Shayy
VyletBunni
Game Jolt

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Thank you for reading!